TRAVELLER

VEHICLE HANDBOOK

SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

VEHICLE HANDBOOK

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INTRODUCTION

Universes of science fiction are filled with vehicles ranging from the mundane to the exotic. A starport on a world far beyond the frontier may see a mix of pedal-powered rickshaws, horse-drawn wagons and anti-grav skimmers. A high-tech centralised and industrial world will have skies filled with the anti-grav equivalent of cars, trucks and buses, while its military will be able to deploy armoured tanks who can withstand bombardment from spacecraft in orbit above them. All of these, and many more, can be created with the Vehicle Handbook.

The Vehicle Handbook has been designed to be quick and easy to use, whether your Travellers are looking to quickly upgrade or modify their humble air/raft, or construct a massive battle-ready walker armed with city-crushing weaponry from scratch.

Vehicles created with this book are completely compatible with those found in the Traveller Core Rulebook and they utilise the same rules for travel and combat. The only difference is that vehicles created with this book are your vehicles, unique to your universe. With just a little practice, you will be able to create small and basic vehicles (such as a ground car or grav-bike) in just a minute or so, allowing you to quickly create vehicles almost on the fly during a game. However, even a large, multi-turreted super-heavy battle tank will not take much longer than five minutes' work.

The key to this is that the design system focuses on the final performance of a vehicle, rather than all of its individual components. You will not find complicated charts of different engines, reactors and other power systems, cross-referenced with a vehicle's mass and aerodynamic performance. At the end of the day, whether a vehicle is propelled by steam or a fusion reactor driving gravitic thrusters is completely up to you. What is important, as far as its design is concerned, is how fast it can go and what it can carry as it travels.

The entire vehicle design sequence is a simple step-by-step process that we will walk you through, allowing you to choose basic designs and then modify them to fit into your universe.

The *Vehicle Handbook* is rounded off with a complete catalogue filled with vehicles built using this system, allowing you to dive straight in and begin populating your worlds with vehicles the Travellers can ride, purchase and fight against.

C H A P T E R - O N E

NEW RULES

The Vehicle Handbook requires the use of several new rules in addition to those within the *Traveller Core Rulebook,* all of which are presented here.

MAINTENANCE AND RESUPPLY

All vehicles require routine maintenance and the occasional topping up of fuel and other essentials. This is part of general vehicle care though all vehicles should spend at least one day in a well-equipped workshop each year for a full service, and advanced military vehicles may require a great deal more attention.

For the purposes of Traveller, this is assumed to be covered by a simple monthly maintenance cost equal to 0.5% of the total cost of the vehicle. This will cover all essentials and refills other than ammunition and other stated extra costs.

Referees are free to ignore this rule if they wish to avoid the book keeping, but remember: even a bicycle should be kept in good working order!

SENSORS AND DETECTION

Vehicles have access to a variety of systems to detect objects in their vicinity, from eyes and headlights to radar, lidar and densitometers (see page 54 for vehicle sensors).

The type of sensors a vehicle is equipped with will define their Range and any bonus to checks made to detect objects. These checks will use the Electronics (sensors) skill, though vehicles lacking even basic sensors will instead be reliant on a Traveller's Recon checks.

To detect any given object that is within Range of a vehicle's sensors requires an Average (8+) Electronics (sensors) check (1D seconds, INT).

Range

If the object is within half this Range, DM+2 is applied, and if it is within a quarter of this Range, DM+4 is applied.

Size

Larger vehicles are always easier to detect, whether advanced sensors or a Traveller's own eyesight are used. For every full 25 Spaces a vehicle has, DM+1 is applied to checks made to detect it.

Hiding

If the object is hidden from view, DM-2 is applied and the referee may rule that the sensors are unable to detect it at all (in general, if there is no line of sight, sensors of TL10 or less will be unable to detect it).

Camouflage and stealth customisations can make detection increasingly difficult. See page 54 for more details.

Shipping Large Vehicles

It is more efficient to ship a single large vehicle than several smaller ones. Vehicles over 30 Shipping Tons can halve this value, to a minimum of 30 tons.

Towing

Most vehicles are capable of towing heavy loads, usually a form of trailer or, in an emergency, other vehicles. All checks using a vehicle's Agility suffer DM-2 while it is towing. Its Speed is reduced by one band for every 25% of its Spaces (or 25% of its Spaces multiplied 250 kg) it is towing, or part of.

Used Vehicles

Buying second-hand vehicles is a time-honoured process, and Travellers short of a few credits might try their luck on the used market.

If a Traveller is looking for a specific type of vehicle, the referee might require a Broker or Streetwise check to locate it, imposing negative DMs if the vehicle is beyond the ordinary.

A used vehicle will cost 1D x 10% less than a new one.

However, cynical Travellers will well know that one can never be absolutely sure of a used vehicle, and the referee should roll 2D whenever one is purchased. On the roll of 8+, generate at least one quirk using the Used Vehicle Quirks table.

Used Vehicle Quirks

2D	Quirk
2	**Bad Luck:** The vehicle seems cursed – the referee is free to impose a Bane on any important skill checks when using the vehicle.
3	**What a Piece of Junk:** There is something about this vehicle's proportions or assembly that just does not seem right. When placed next to another, similar vehicle, it will look cheap, ugly, ridiculous, or all three.
4	**Concealed Compartment:** The vehicle has a concealed compartment somewhere within its hull, allowing items to be hidden.
5	**Gutless:** The vehicle's motive systems have seen better days. Reduce Speed by one Band.
6	**Sloppy Controls:** The control systems have far too much play in them/. Apply DM-1 to any Drive, Flyer, or Seafarer checks.
7	**Poor Fuel Economy:** The vehicle is nowhere near as efficient as when it was new. Range is reduced by 10%.
8	**Faulty Sensors:** Every time the vehicle's sensors are used, roll 1D. On 6+, they impose DM-4 to the check.
9	**Boy Racer:** The previous owner liked to… 'improve' his vehicles. Increase Speed by one Band but generate D3 more quirks.
10	**Difficult to Modify:** Any new customisation performed on the vehicle costs twice as much.
11	**What is That Smell?:** The vehicle's interior smells disgusting, and no amount of searching seems to pinpoint its source.
12	**Jalopy:** The vehicle seems decidedly unsafe. Reduce its Hull by 1D x 10%,

VEHICLE TRAITS

Many vehicles have specific traits which grant them special abilities or penalise them in some way.

AFV: This vehicle has been designed with combat in mind and features sloping armour, composite materials, and structural reinforcement appropriate to its Tech Level. A vehicle with the AFV trait may have up to three times the armour it is normally allowed for its Tech Level (see page 34).

ATV: The vehicle is equipped to handle difficult terrain. This trait provides DM+2 to any Drive checks made to negotiate difficult terrain.

Off-Roader: The vehicle has had its drive and suspension systems modified to handle rough terrain. This trait provides DM+1 to any Drive checks made to negotiate difficult terrain.

Open Vehicle: The vehicle has an open construction which makes it light, but exposes crew and passengers to the elements. Open Vehicles grant no cover to their crew or passengers, but any Traveller on board can shoot (or otherwise attack) in any direction.

Tracked: The vehicle is equipped to handle extremely difficult terrain. This trait provides DM+4 to any Drive checks made to negotiate difficult terrain.

WEAPON TRAITS

The following weapon trait from the Central Supply Catalogue is also used in this book.

One Use: This weapon is designed to be used just once, completely expending its energy or ammunition in one go and then being rendered useless.

C H A P T E R - T W O

VEHICLE DESIGN

The vehicle design system detailed in this chapter allows you to modify existing vehicles (such as those found in the Vehicle Catalogue later in this book or those within other supplements) or create your own, limited by only your imagination and that of your players.

Throughout the design process, you will keep track of two key numbers – the number of Spaces the vehicle has (and how much Space each added component consumes) and the total cost. The mathematics required to create a vehicle are not complex by any stretch, but you may find it handy to scribble notes as you go on some scrap paper!

Unless the referee states otherwise, it can be assumed that the Tech Level of the vehicle and its components will be the same as the system in which it is being constructed. However, you may always install components of a lower Tech Level if you wish, perhaps in an effort to cut costs.

MASS PRODUCTION

Some vehicles are manufactured in numbers of thousands or even millions, and have become standard across the stars. Specifications for such vehicles are freely available and components can be purchased in bulk by factories, greatly reducing the cost of the vehicle's construction.

A referee can choose to classify a vehicle as being mass-produced and is free to round its cost down to the nearest Cr1000, Cr10000 or Cr100000, as he deems appropriate.

Construction Times

Construction times vary wildly, depending on the size and complexity of the vehicle and the capabilities of the factory or workshop. On average, assume that it takes one day per thousand credits to build a vehicle in an average workshop.

Step 1: Chassis Type

Simply select a suitable chassis from the Core Chassis Types chapter, starting on page 13, and determine the Tech Level of the system the vehicle is being built within.

Step 2: Spaces and Base Characteristics

Using the information detailed within the chassis type you have selected in the previous step, select the number of Spaces the vehicle will have – this will govern its ultimate size. Using the number of Spaces you have chosen and the Tech Level of the vehicle, you will then be able to determine the vehicle's current cost and Hull, as well as its Speed, Range, and Agility. Any chassis-specific modifications are added at this point.

Step 3: Weapons and Armour

If your vehicle is going to face combat, now is the time to equip it with armour and weapons. These are detailed in the Weapons and Armour chapters, starting on page 34.

Step 4: Customisation

Further modifications to the vehicle can be found in the Customisation chapter, starting on page 46. The modifications here will allow you to tweak the vehicle's performance and add new items of equipment.

Design Checklist

1. **Choose a Chassis Type (page 13) and Tech Level.**
2. **Select the number of Spaces the vehicle will have and determine the vehicle's base Agility, Speed, Range, Hull and Cost.**
3. **Install any weapons and armour (page 34).**
4. **Apply any Customisation (page 46) and determine any change to the vehicle's Agility, Speed, Range, Hull and Cost.**
5. **Determine Crew and Passengers (page 6).**
6. **Allocate Cargo Space (page 6).**
7. **Finalise Design (page 6).**

Note that all fractions (such as when a modification consumes 25% of a vehicle's Spaces) are rounded up at this stage. All adjustments like this based on percentages are calculated using the vehicle's starting values.

So, for example, a 100 Space vehicle that has its Range increased twice (see page 46) will lose 20% of its Spaces, leaving it with 80 Spaces (you do not deduct 10% once, and then 10% again, which would result it being left with 81 Spaces).

Step 5: Crew and Passengers

All vehicles require a minimum crew of 1, who will act as the driver or pilot. Vehicles of more than 100 Spaces in size will usually require a co-pilot. If they are to be permanently manned, each weapon system that does not have a fixed forward mount will also require a crew member.

Each crew member and passenger will require 1 Space for basic seating. This kind of seating allows for little or no movement within the vehicle, effectively keeping each passenger and crew member in place (such as with a car, fighter jet or tank).

If crew and passengers need to move about within a vehicle (to reach engineering systems, cargo areas or freshers, for example), more Space needs to be dedicated to them. The more Space dedicated to each crew member or passenger, the more comfortable they will be.

If 2 Spaces are dedicated to each passenger or crew member, things will be extremely cramped on board (similar to the conditions on board a submarine or cattle class on an airliner). 3 Spaces will allow a greater degree of movement (business class on an airliner, perhaps), while 5 Spaces per crew member or passenger will make even long distance travel at least tolerable (first class on an airliner, or what might be typical on an ocean liner).

There is no limit as to how many Spaces can be dedicated per passenger or crew member, and as many passengers as wished can be included in the vehicle for no cost other than the Spaces dedicated to them.

Alien Crew and Passengers

Many alien species can cope with vehicles designed for human occupants with a little adjustment, but larger aliens require special facilities for any kind of extended use. Hivers require 50% more Spaces allocated to them, while K'kree require double the amount.

Step 6: Cargo Space

Any Spaces remaining after customisation and crew/passengers is allocated to cargo space. A vehicle can carry 250 kg for every Space that is dedicated to cargo.

Referee Fiat

While you can go a long, long way designing vehicles with the rules presented in this book, creating everything from unicycles to advanced hypersonic airliners capable of traversing alien atmospheres, the Vehicle Handbook is not intended as a hard set of mechanics. Rather, it is a toolkit to provide referees and Travellers with a framework with which to create their designs, rather than limit them.

The referee, therefore, is always free to 'jiggle' things and smooth out any rough edges in order to create the vehicles he wants to see in his setting. We have intentionally put a lot of 'fuzziness' into the design system (such as with the space allocated to passengers and the Speed Bands) to make this easier but if the referee wishes to go further… he has our blessing!

If, for example, you want to create a helicopter that has a special fuselage that is shaped to float on water, don't feel you need to add the Floats option. You are free to say that ability is part of the vehicle's natural design. If you want to build a large vehicle that can nonetheless fit inside the cargo hold of a Subsidised Merchant, again, simply tweak the Shipping Size of your final design.

The Golden Rule is that the final designs must fit into the universe you have created. It is perfectly acceptable to adjust any characteristics of a vehicle in order to do so.

Step 7: Finalise Design

Once the previous steps are complete, your vehicle is almost ready to take to the streets, wilderness, seas or sky! Record all of the vehicle's characteristics and cost, along with any modifications, equipment or Traits it has acquired along the way.

The Speed and Range of the vehicle determines its maximum performance but this is rarely used in day-to-day operation. Instead, it is usually more useful to record a vehicle's Cruising performance.

A vehicle's Cruise Speed is one Speed Band lower than its maximum (so, for example, a vehicle capable of Fast speed would travel at High speed when cruising).

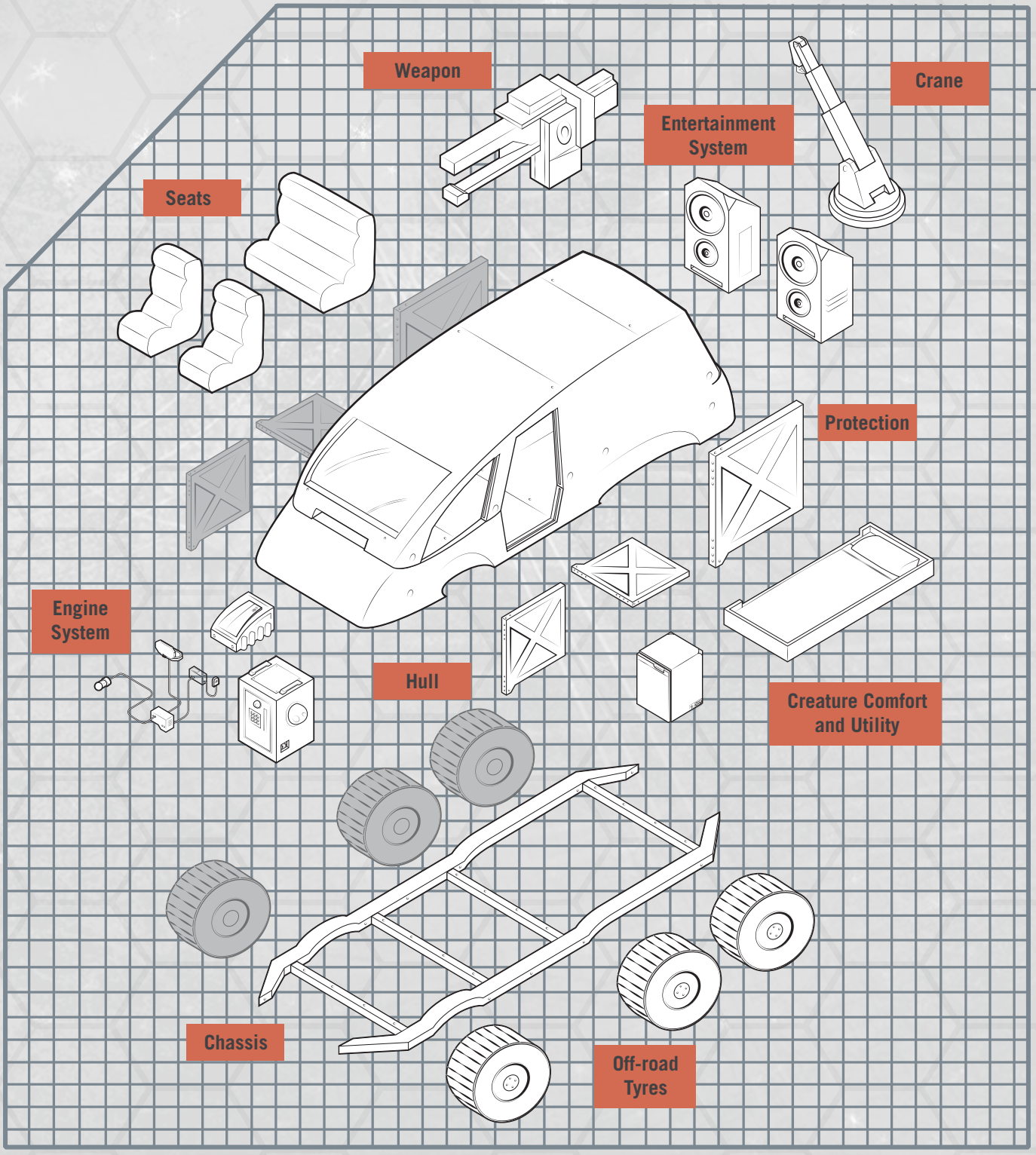
A vehicle's Cruise Range is 50% greater than its usual maximum (so, a vehicle with Range 150 would have Range 225 when cruising).

After this last step is completed, you are ready to name your vehicle, grab the keys, and take it out for a trial run!

EXAMPLE OF VEHICLE DESIGN

Those are the simple steps needed to create a vehicle – now let us put them into practice!

A group of four Travellers have a Far Trader, but they want an auxiliary vehicle they can store in the cargo hold for expeditions around strange planets. It needs to be small and it needs to be rugged. They quickly decide a gun will be a plus point (they are Travellers, after all...). They eventually decide on something between a buggy and a truck, but want to avoid any kind of grav technology as that will be too expensive for their tastes.



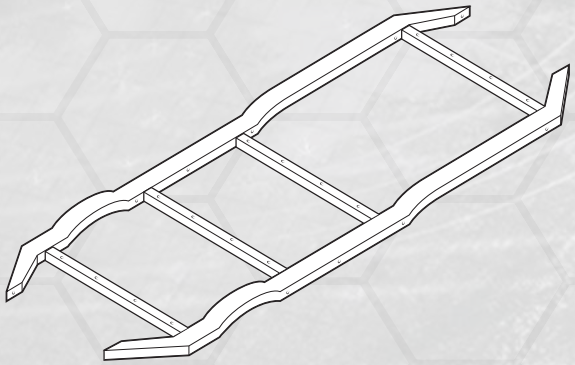
Step 1:

CHASSIS

The first step is to choose a chassis type. With grav vehicles already dismissed as an idea, the natural choice will be a ground vehicle. As it only needs to carry four Travellers and their kit, a Light Ground Vehicle will suffice. They are currently on a TL12 world, so this will be the Tech Level the vehicle is built at.

Consulting the Light Ground Vehicle on page 14, we can fill in some of the specifications in the roster immediately.

Being TL12, it will be Fast (and cruise at High speed), and have a Range of 600 km (900 km when cruising). It also starts with an Agility of +0.

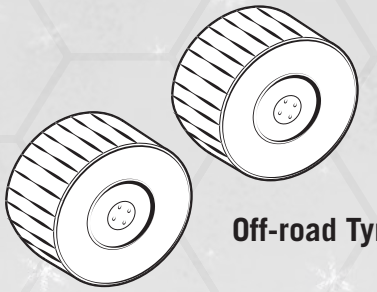


Step 2:

TRAITS

Now we have to decide how big the vehicle should be. As we said before, we want it to carry four Travellers, so that will need 4 Spaces. A weapon was wanted and, to stop the gun nut among them going too mad, this will be restricted to a single Space. Some cargo-carrying capacity is going to be useful (and can always be used by customisation at a late date). Half a ton of cargo will equate to 2 Spaces, bringing up the total to 7 Spaces. We'll add one more Space, just to be on the safe side, as this will allow us to add something fun a bit later.

Consulting page 14 once more, an 8 Space Light Ground Vehicle will normally cost Cr750 per Space, but the Travellers want something a bit rugged that can go over rough terrain, so they select the Off-Roader trait for an additional Cr100 per Space. At Cr850 per Space, this means the vehicle will come to Cr6800. Not bad for something that can already carry all the Travellers about, plus their kit!



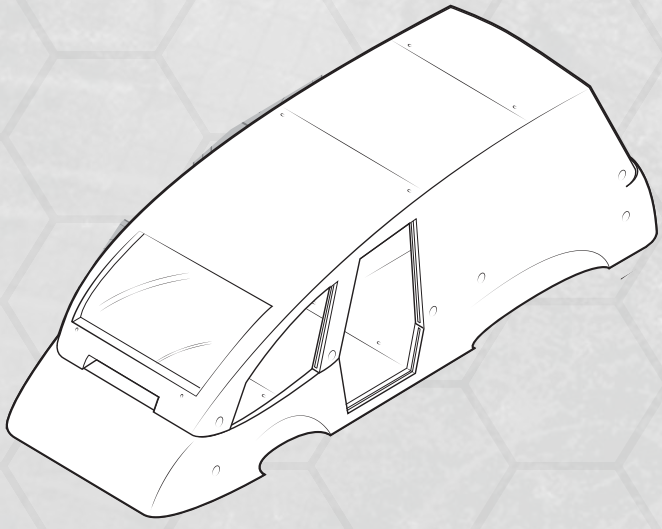
Off-road Tyres

Step 3:

HULL

Now we know how large the vehicle is, we can fill in more of its roster. Going back to page 14, an 8 Space Light Ground Vehicle will have Hull 16 (can take a knock or two) and a Shipping Size of 4 tons – it will fit neatly in the hold of just about any spacecraft!

Knowing it is going to be driven around by Travellers, we can now move onto to the next step, to toughen the vehicle up a bit!



Step 4

PROTECTION

Turning to page 34, we can see what armour the vehicle comes with. At TL12, it starts off with 4 points of Protection on all sides, a good place to begin. However, believing they will be shot at from time to time, the Travellers decide to double this to 8 points of Protection.

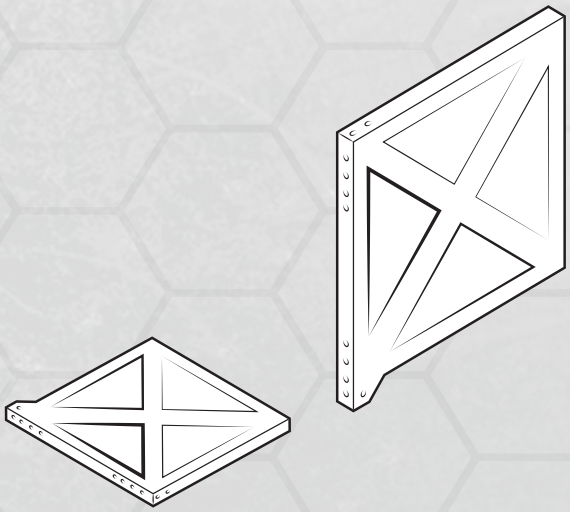
Consulting the Vehicle Armour table on page 34, we can see that every extra point of Protection above 4 will consume 0.4% of the vehicle's total Spaces and add 0.5% to its cost. So, if we want to add an additional 4 points of Protection to bring it up to 8 points total, this extra armour will consume 1.6% of its Spaces and increase the vehicles Cost per Space by 2%.

So, on an 8 Space vehicle, a single Space is consumed by the extra armour (rounding up to the next full Space), and its cost per Space goes from Cr850 to Cr867 (for a total of Cr6936).

As you can see, that was a very cheap upgrade which vastly improves the durability of the vehicle (though it is not going to resist any kind of sustained fire). Be warned though, once you start messing around with battle tanks, you will find armour starts costing a significant amount and consuming lots of precious space!

However, the Travellers are not stopping there with protection. Being Travellers, they figure they will drive into things. A lot. So, using the Armour Allocation rules on page 35, they move two points of Protection from the rear facing of the vehicle, and add it to the front.

After all, whatever is behind you does not matter, right?



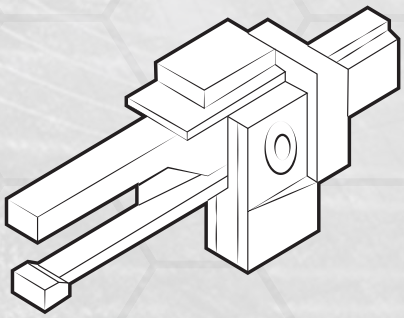
Step 5

WEAPONRY AND SPACE

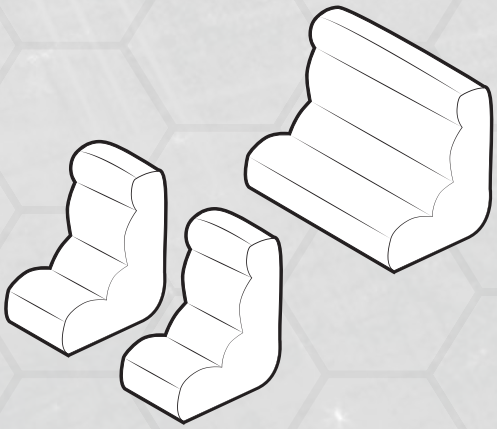
The Travellers want a gun on their vehicle. A nice, meaty one. This will, naturally, start a lot of debate between them but we'll skip to the end of the arguments. They will settle on the Light Autocannon (see page 42), as it consumes just a single space, has the Auto 3 trait and kicks out 6D damage – what is there for a Traveller not to like?

The autocannon is installed on a pintle mount on the top of the vehicle, so the Travellers can blast away at whatever they are chasing to their hearts' content, and it only costs Cr250.

Including the mount, this will add Cr10250 to the cost of the vehicle, bringing the running total up to Cr17186, and consumes another Space.



One Traveller suddenly remembers they need to include seats for themselves in the vehicle which, for four of them, will require 4 Spaces, leaving them with just 2 Spaces free in the vehicle (Space allocation for seating can actually be done at any time during vehicle design, but we figured there was no way the average Traveller would even consider it until after the weapons had gone in...).



When mounting weapons, there is always the option to add fire control to help with its attack rolls (see page 45). However, the Travellers have just had the sticker shock of that autocannon and fire control can get very expensive, very quickly. So, they are swayed by the argument of the gun bunny among them who says they do not need fire control because his aiming skills are, quote, 'wicked'.

Step 6

CUSTOMISATION

The last stage is customisation, adding tweaks and equipment to personalise the vehicle and make it a better fit for its intended function.

Thus far, the Travellers have spent Cr17186, and have just 2 Spaces left in their vehicle.

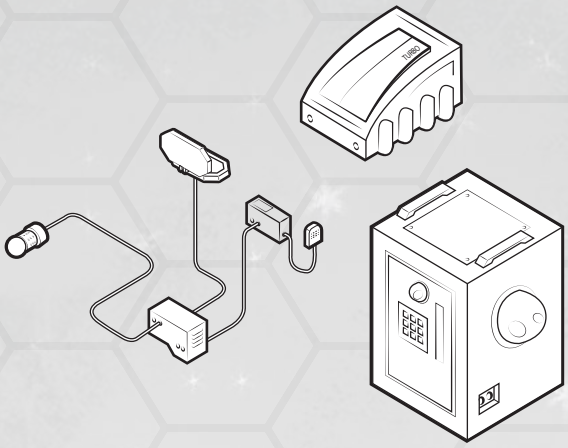
They have pegged those 2 Spaces for transporting equipment, as it would give them half a ton of cargo Space (each unused Space can be converted into 0.25 tons of cargo space in any vehicle). However, who are we kidding, these are Travellers – giving them the Customisation chapter on page 46 is like giving children the keys to a sweet shop and telling them to be sensible.

The first thing they come across is the possibility of increasing the vehicle's speed. However, this is very expensive and an argument breaks out between the Travellers which is only resolved when someone points out the vehicle can already exceed 200 mph, and the best driver among them only has Drive (wheel) 1. This proves convincing.

More customisation options are considered, including Control Systems and Autopilots, but these are all quite expensive, and the Travellers have frankly already blown their budget by mounting that Cr10000 autocannnon on the vehicle's roof.

That lasts right up until someone spots the Auxiliary Thrusters on page 48 and says something along the lines of 'oh, wow, we can hop about, just like the Mako!'

A minimal thruster system consumes a single Space (leaving the Travellers with just one, and they seem to have forgotten about carrying cargo…), and adds another Cr10000, for a total of Cr27186.



See how things can add up rather quickly once you start adding toys?

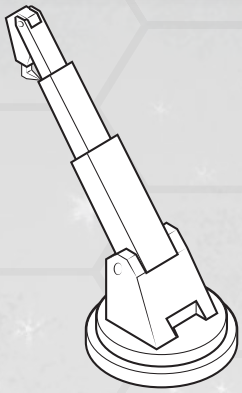
It is with some disappointment that the Travellers realise that a fission plant requires a minimum of 10 Spaces (plus a lot of shielding, unless they want to be constantly downing Anti-rad pills), but they are somewhat mollified once they get to the various electronics that can be mounted in vehicles.

They add an Advanced Communication System (from page 51) for just Cr250, but decide they do not need to spend the extra on increasing its range, making it encrypted, or providing a satellite uplink.

The Travellers do not add a Computer, as they figure they will always have their datapads with them and while the likes of ECM systems are considered, they are eventually discarded as being frivolous.

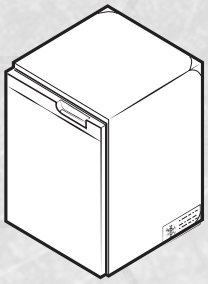
Finally, the Travellers make their way to the end of the Customisation chapter, which we have called Creature Comforts and Utility. And yes, we put this part in specifically to part Travellers from their Credits.

The first thing they add is a crane, though none of them can quite remember why, other than 'it might be useful'. This costs another Cr1000 but, more to the point, consumes another Space, meaning the vehicle no longer has any room for cargo. The Travellers justify this by saying it is only intended for short journeys anyway, and they can carry their provisions and weapons on their laps as they drive.



So, they now start scouring the Creature Comforts and Utility section for anything that does not consume Spaces – and they immediately hit upon two winners.

Firstly, the Wet Bar. For a mere Cr2000, no journey will ever be a dry one. Frankly, you might consider this standard equipment for any Traveller-designed vehicle. Even the unmanned drones.



Second, one Traveller spies the Ejection Seat, but he was not quiet about installing it in his crew position and, before anyone could say 'how much?' everyone had an Ejection Seat. That cost a mere Cr5000 per seat, for a total of Cr20000.

Step 7

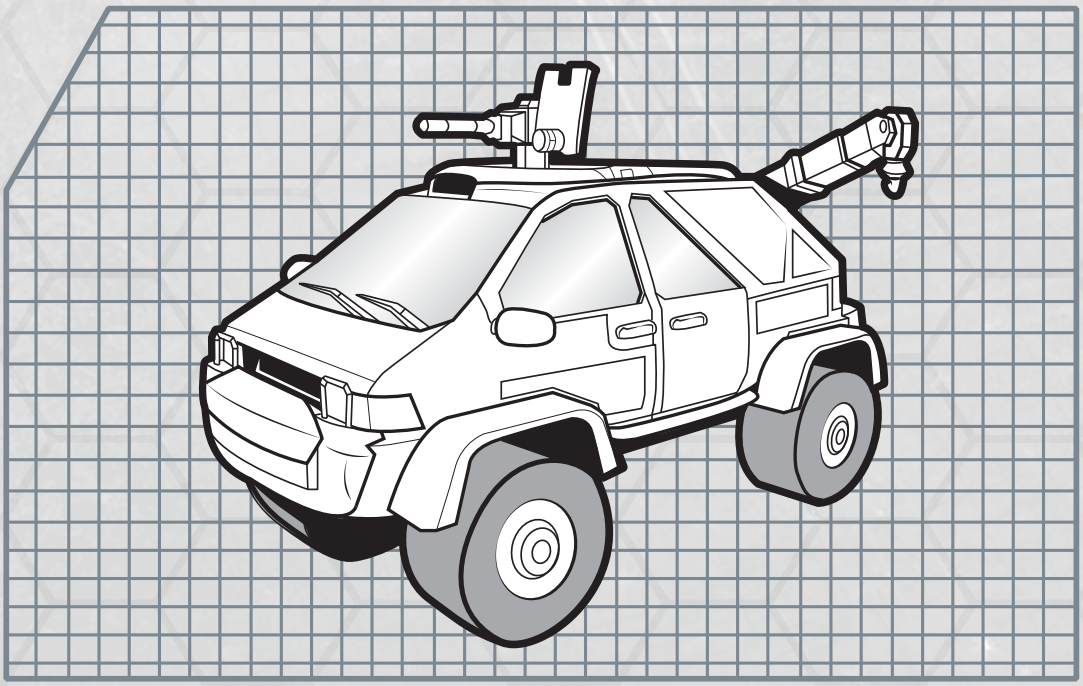
FINAL THOUGHT

And that is it, the vehicle is done!

What started as a cheap runabout that could handle a bit of rough terrain is now a Cr50000 off-roader that mounts military-grade weaponry, has a crane but no cargo space, and ejection seats all round. Oh, and the bar of course.

This is possibly a very good argument for not passing the *Vehicle Handbook* to your Travellers, but ours are nonetheless very proud of their creation and are sure other starship crews will soon be copying the design. They dutifully write up the last additions to the vehicle on its roster, and put their heads together to come up with a suitable name for it.

THE FINISHED HONEY BADGER



The Honey Badger urban and also Rough Ground Assault Vehicle

TL	12
SKILL	drive (wheel)
AGILITY	+0
SPEED (CRUISE)	fast (high)
RANGE (CRUISE)	600 (900)
CREW	1
PASSENGERS	5
CARGO	-
HULL	16
SHIPPING	4 tons
COST	CR50436

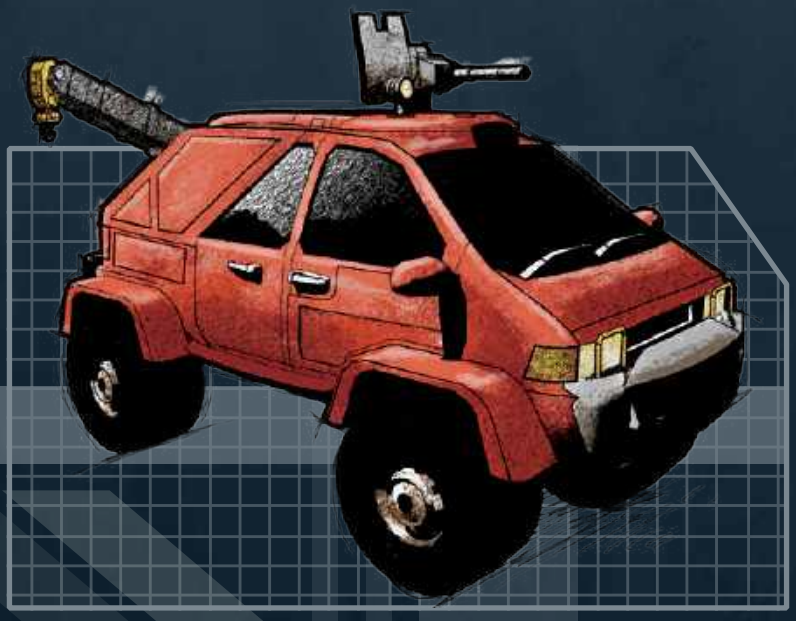
ARMOUR

FRONT	10
REAR	6
SIDES	8

TRAITS/EQUIPMENT

Off-roader, Auxiliary Thrusters (10 metres), Communication System (advanced), Crane (light), Ejection Seats x 4, Wet Bar, Pintle Mount (light autocannon, front)

Autopilot (skill level)	-
Communications (range)	1000 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-



DESCRIPTION

a Cr50000 off-roader that mounts military-grade weaponry, has a crane but no cargo space, and ejection seats all round

Weapon	Range	Damage	Magazine	Magazine Cost	Traits	Fire Control
Light Autocannon	1	6D	500	Cr1000	Auto 3	-

C H A P T E R - T H R E E

CORE CHASSIS TYPES

There are a range of chassis types possible in Traveller, allowing you to create anything from a small motorbike to a massive battleship. Each chassis type will provide its own set of characteristics that will end up defining the final vehicle design in Traveller, along with some customisation options that are specific to that chassis.

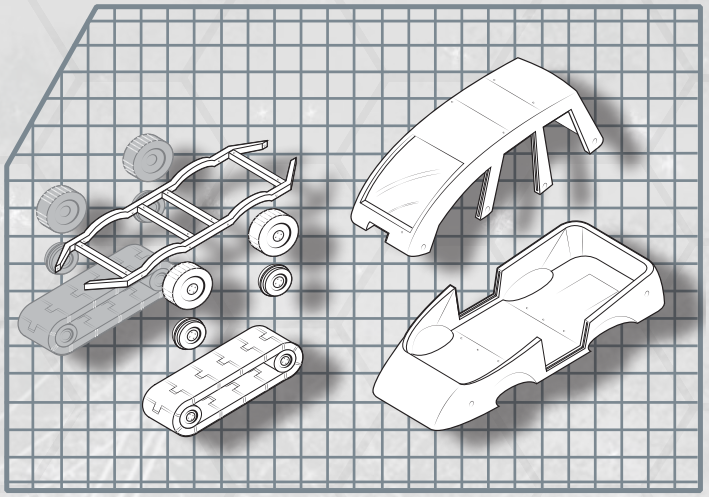
LIGHT GROUND VEHICLE

Light ground vehicles are prolific on industrialised worlds as they emerge into technological adolescence. They are typically used for individual or group transportation, such as with the ubiquitous family car, and quickly become commonplace for all but the very poor. Because of their low cost, light ground vehicles can still be found on worlds with a higher base of technology where anti-grav vehicles should otherwise have rendered them obsolete.

Tech Level: 4
Skill: Drive (wheel)
Agility: +0
Spaces: 1-20
Cost per Space: Cr750
Hull: 2 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Ground cars, motorbikes, pickup trucks

Tech Table

TL	Speed	Range
4	Very Slow	100
5-6	Slow	200
7-8	Medium	400
9-10	High	500
11+	Fast	600



Open Frame

An open frame vehicle is a Light Ground Vehicle that the rider mounts rather than climbs inside. They often have just two or three wheels to make a motorcycle or trike. The following changes are made to the Light Ground Vehicle chassis.

Agility: +1
Spaces: 1-3
Cost per Space: +Cr750
Tech Table: Increase Speed by one band
Traits: Open Vehicle

Monowheel

A development of the motorcycle, this vehicle uses complex gyroscopic systems to balance itself on a single wheel. The following changes are made to the Light Ground Vehicle chassis.

Tech Level: 9
Agility: +2
Spaces: 1-3
Cost per Space: +Cr2500
Tech Table: Increase Speed by one band
Traits: Open Vehicle

Rail Rider

A Light Ground Vehicle can be designed to run on a rail network, either in addition to its normal travel or instead of. This consumes no Spaces unless the vehicle is designed to run off rails as well, in which case it consumes 1 Space.

Agility: -2 while on rails
Cost per Space: +Cr400
Tech Table: Increase Speed by one band while on rails

Rough Terrain

A Light Ground Vehicle can have its suspension and drive systems modified, or extra wheels added to enable it to handle rough terrain. This grants it either the Off-Roader trait and increases the Cost per Space by Cr100, or the ATV trait and increases the Cost per Space by Cr250.

Tracks

A Light Ground Vehicle can be built with tracks instead of wheels, specialising it to handle difficult terrain at the expense of performance on roads. The following changes are made to the Light Ground Vehicle chassis.

Tech Level: 5
Skill: Drive (track)
Cost per Space: +Cr750
Tech Table: Decrease Speed by one band
Traits: Tracked

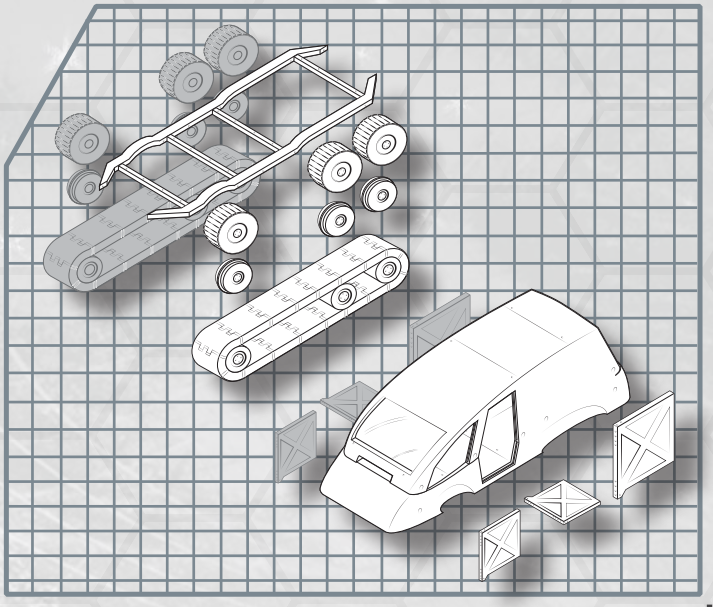
HEAVY GROUND VEHICLE

Heavy ground vehicles are almost as common as their smaller counterparts on industrialised worlds. They are typically used for mass and heavy transportation, of both goods and people. Heavy ground vehicles start with a typical four-wheel layout but rapidly add more as their size increases.

Tech Level: 4
Skill: Drive (wheel)
Agility: -2
Spaces: 20+
Cost per Space: Cr3000
Hull: 3 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Lorries, ATVs, Earthmovers

Tech Table

TL	Speed	Range
4	Very Slow	200
5-6	Slow	300
7-8	Medium	400
9-10	Medium	500
11+	High	600



Armoured Fighting Vehicle

Turning a Heavy Ground Vehicle into an Armoured Fighting Vehicle (AFV) requires adding structural support, armour and off-road capability.

Tech Level: 5
Cost per Space: +Cr3000
Tech Table: Decrease Speed by one band
Traits: AFV, Off-Roader

Rail Rider

A Heavy Ground Vehicle can be designed to run on a rail network, either in addition to its normal travel or instead of. This consumes no Spaces unless the vehicle is designed to run off rails as well, in which case it consumes 1 Space.

Agility: -2 while on rails
Cost per Space: +Cr1000
Tech Table: Increase Speed by one band while on rails

Rough Terrain

A Heavy Ground Vehicle can have its suspension and drive systems modified, or extra wheels added to enable it to handle rough terrain. This grants it either the Off-Roader trait and increases the Cost per Space by Cr500, or the ATV trait and increases the Cost per Space by Cr1000.

Tracks

A Heavy Ground Vehicle can be built with tracks instead of wheels, specialising it to handle difficult terrain at the expense of performance on roads. The following changes are made to the Heavy Ground Vehicle chassis.

Tech Level: 5
Skill: Drive (track)
Cost per Space: +Cr2000
Tech Table: Decrease Speed by one band *
Traits: Tracked

* Do not apply this reduction if the vehicle is also an AFV.

Tunneller

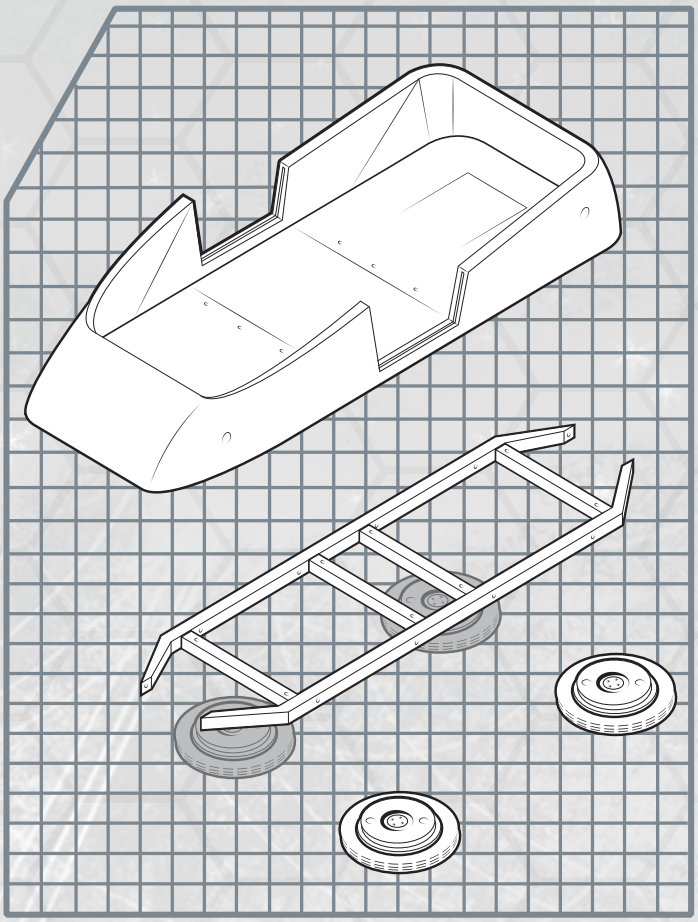
By mounting large drills or other boring equipment to a Heavy Ground Vehicle, it can be turned into a tunnelling machine capable of moving through solid rock. While travelling through rock, it moves 10 metres per hour, multiplied by its Tech Level.

Tech Level: 7
Skill: Drive (mole)
Cost per Space: +Cr25000
Tech Table: Decrease Speed by one band

LIGHT GRAV VEHICLE

Once grav technology becomes cheap and widely available, most worlds make a rapid transition from ground to grav vehicles. In just about every measurable way, grav vehicles are better, being faster, smoother and safer.

Tech Level: 8
Skill: Flyer (grav)
Agility: +1
Spaces: 1-20
Cost per Space: Cr30000
Hull: 2 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Air/raft, g/bike, grav car



Tech Table

TL	Speed	Range
8	High	1000
9-10	Fast	2000
11-12	Fast	3000
13-14	Very fast	4000
15+	Very fast	5000

Open Frame

The smallest Light Grav Vehicles can be built as an open frame with passengers effectively sitting on top or astride it. The g/bike is a good example of such a vehicle. They tend to be extremely fast but, without adequate computer-assisted controls, utterly lethal.

Agility: +1
Spaces: 1-3
Cost per Space: +Cr10000
Tech Table: Increase Speed by one band
Traits: Open Vehicle

Streamlined

High performance grav vehicles can be designed with aerodynamic hulls that allow them to travel at much greater speeds.

Agility: +1
Cost per Space: +Cr30000
Tech Table: Increase Speed by one band

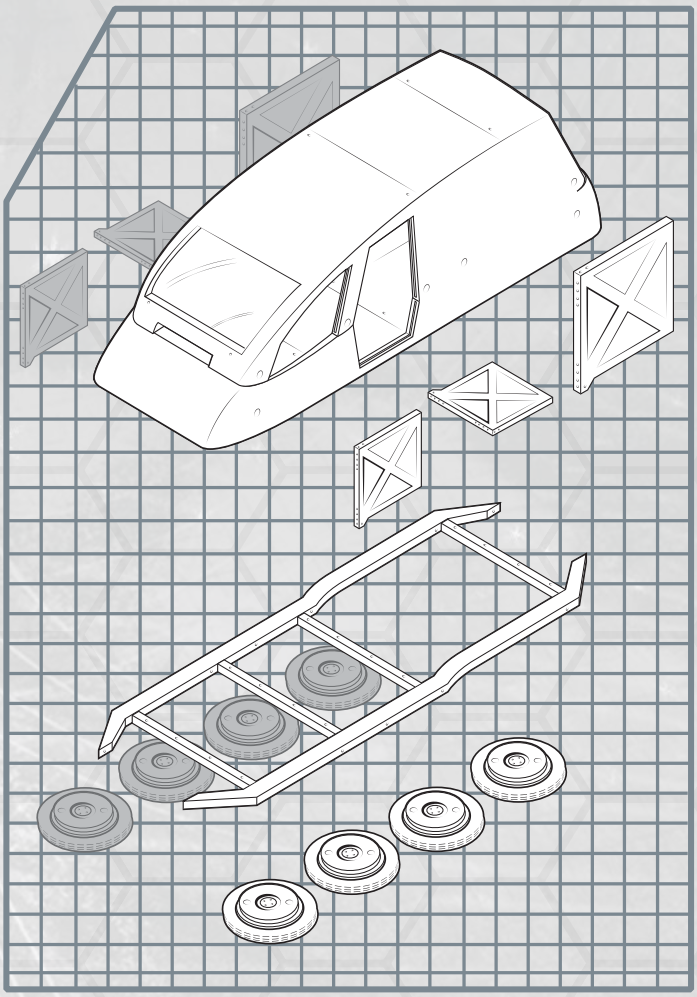
HEAVY GRAV VEHICLE

With ultra-heavy duty grav thrusters, even large vehicles can become airborne. This inevitably leads to a revolution in transportation across many worlds, as expensive aircraft are replaced by ever larger grav vehicles.

Tech Level: 8
Skill: Flyer (grav)
Agility: -1
Spaces: 20+
Cost per Space: Cr80000
Hull: 2 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: G/carrier, grav tank, grav bus

Tech Table

TL	Speed	Range
8	High	1000
9-10	Fast	2000
11-12	Fast	3000
13-14	Fast	4000
15+	Very Fast	5000



Armoured Fighting Vehicle

A natural progression from wheeled and tracked-based combat vehicles, grav vehicles make extremely good weapons platforms for any military, crossing the boundaries between tanks and attack aircraft.

Skill: Flyer (grav)
Cost per Space: +Cr100000
Tech Table: Decrease Speed by one band
Traits: AFV

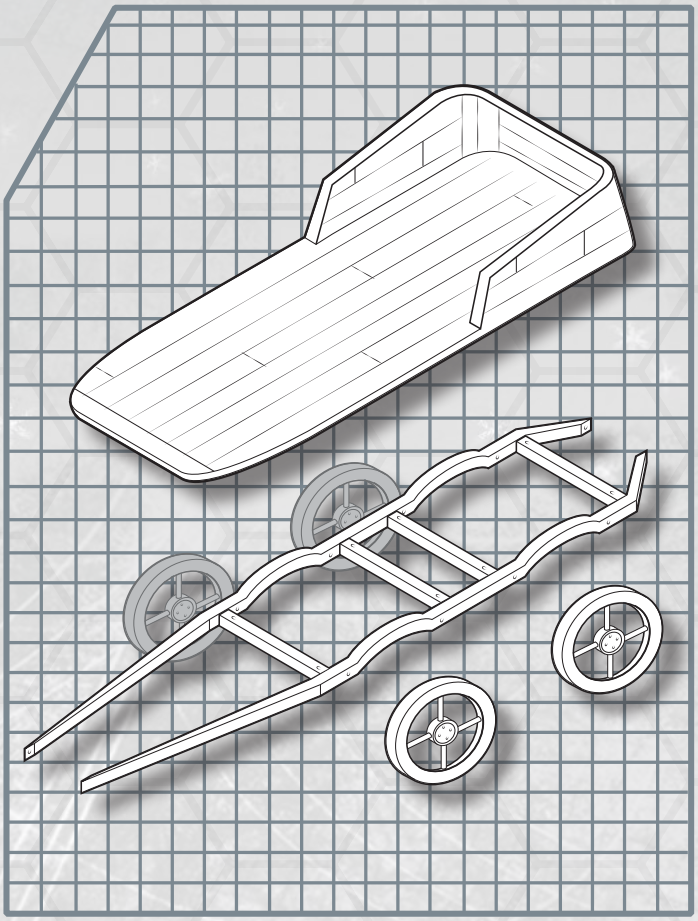
Streamlined

High performance grav vehicles can be designed with aerodynamic hulls that allow them to travel at much greater speeds.

Cost per Space: +Cr50000
Tech Table: Increase Speed by one band

UNPOWERED VEHICLE

These vehicles do not possess a motive system of their own and rely on the muscles of beasts of burden (as in the case of a cart or wagon) or their own crew (such as a rickshaw or bicycle). Clever mechanics can increase the speed of the vehicle beyond that of its occupants on foot, but if it is being pushed or pulled, it speed can never exceed that of the creatures' own movement.



Tech Level:	1
Skill:	Drive (wheel)
Agility:	-1
Speed:	Very Slow (typical)
Spaces:	1-10
Cost per Space:	Cr100
Hull:	1 per Space
Shipping:	0.5 tons per Space
Traits:	None
Examples:	Bicycle, rickshaw, cart, wagon

Tech Table

TL	Speed
1-6	Very Slow
7-9	Slow
10+	Slow

Wind-powered (TL3)

By using sails more commonly seen on waterborne vehicles, a light chassis can be propelled at some surprising speed. However, the vehicle is utterly reliant on prevailing conditions and its maximum speed can never exceed that of the current wind. This increases the Cost per Space by Cr200.

Tech Table

TL	Speed
1-6	Very Slow
7-9	Slow
10+	Medium

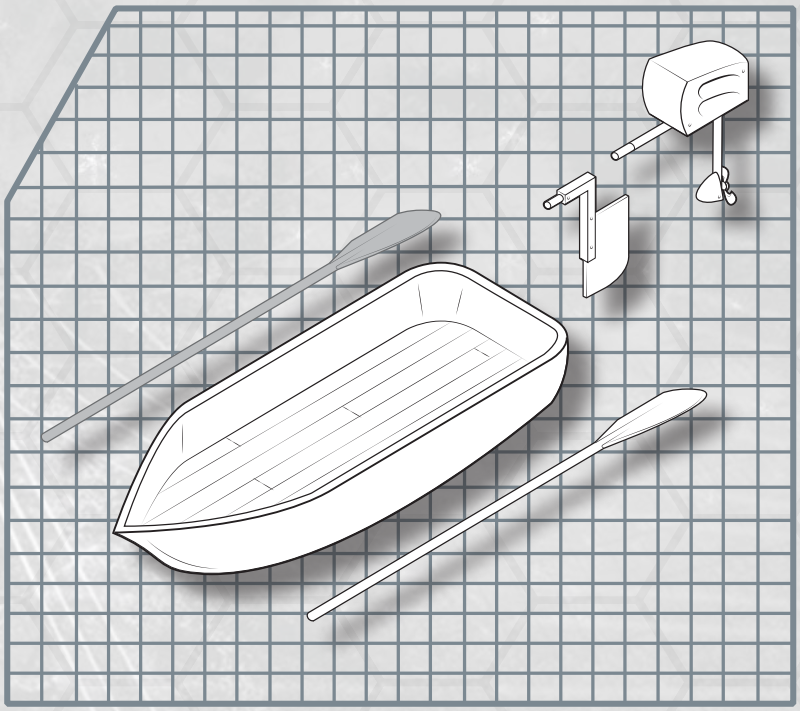
UNPOWERED BOAT

Ships and boats provide the best means to transport people and cargo long distances wherever seas or rivers are present. Such craft can be powered by rowers on board and while this makes the vessel largely immune to the effects of wind, those that utilise sails are far more efficient. The possible speeds listed assume fresh crews and benevolent winds, and can be lowered by the referee to reflect adverse conditions. Range is effectively limited only by the food and supplies that can be carried by the craft.

Tech Level: 1
Skill: Seafarer (personal or sail)
Agility: -1
Spaces: 1+
Cost per Space: Cr150
Hull: 1 per Space
Shipping: 0.25 tons per Space
Traits: None
Examples: Canoe, yacht, galleon, clipper

Tech Table

TL	Speed	Range
4	Very Slow	200
5-6	Slow	300
7-8	Medium	400
9-10	Medium	500
11+	High	600

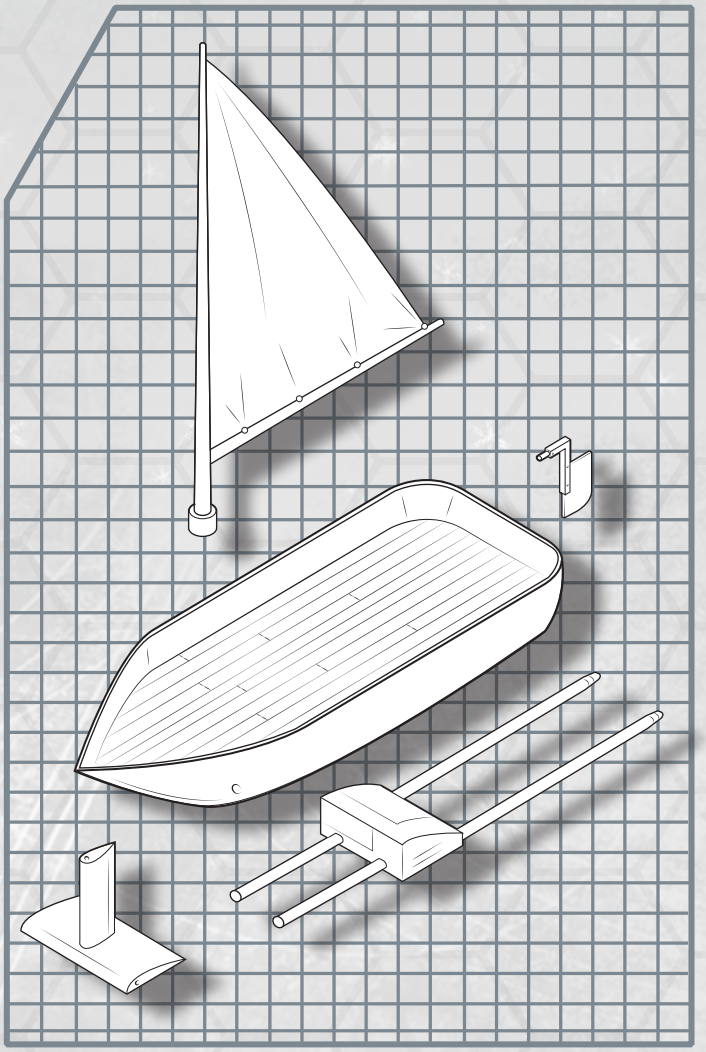


Outboard Motor (TL3)

For the convenience of the crew, an outboard motor can be fitted to a rowed or sailing boat. These cost Cr100 per Space of the craft to be moved, propel the craft at a minimum of Idle speed and have a Range of 100 km. At a cost of Cr250 per Space, this minimum Speed can be increased to Very Slow.

POWERED BOAT

Boats are a common sight on the rivers and coastlines of any civilised world and, due to their cheapness and utility, remain viable even when grav vehicles begin appearing. Small boats have a wide variety of applications, from harvesting the sea and pleasure use, to rescuing stranded seafarers and small-scale military operations.



Tech Level: 3
Skill: Seafarer (personal)
Agility: -2
Spaces: 5-50
Cost per Space: Cr2000
Hull: 2 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Yacht, fishing boat, speedboat

Tech Table

TL	Speed	Range
3	Idle	100
4-5	Very Slow	200
6-8	Slow	400
9-11	Slow	800
12+	Medium	1200

Hydrofoil

Hydrofoils attached to the underside of a boat's hull allow it to rise out of the water when accelerating, reducing friction with the water and permitting greater speeds.

Cost per Space: +Cr4000
Tech Table: Increase Speed by one band

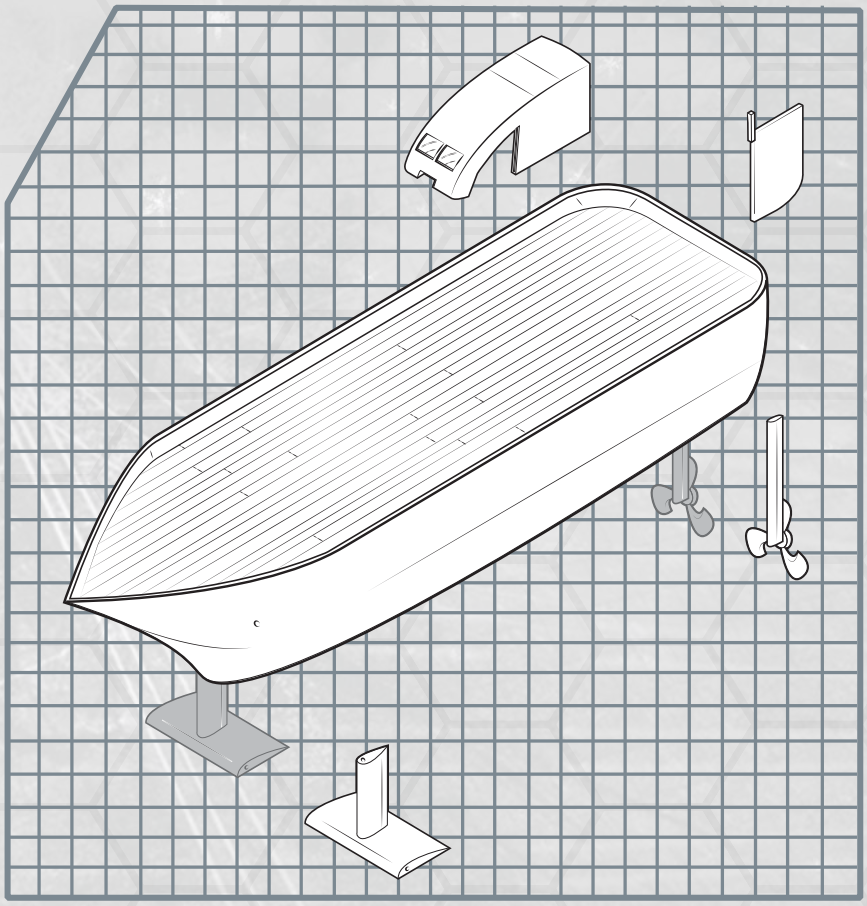
SHIP

Ships can reach immense sizes and until spacecraft begin to appear, are typically the largest vehicles a civilisation will build. They are used chiefly to haul vast quantities of cargo across the ocean but readily serve as passenger liners and military vessels.

Tech Level: 4
Skill: Seafarer (ocean ship)
Agility: -6
Spaces: 50+
Cost per Space: Cr5000
Hull: 4 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Oil tanker, frigate, liner, destroyer

Tech Table

TL	Speed	Range
4	Very Slow	2000
5-6	Very Slow	4000
7-8	Slow	6000
9-10	Slow	8000
11+	Medium	1200



Hydrofoil

Hydrofoils attached to the underside of a ship's hull allow it to rise out of the water when accelerating, reducing friction with the water and permitting greater speeds.

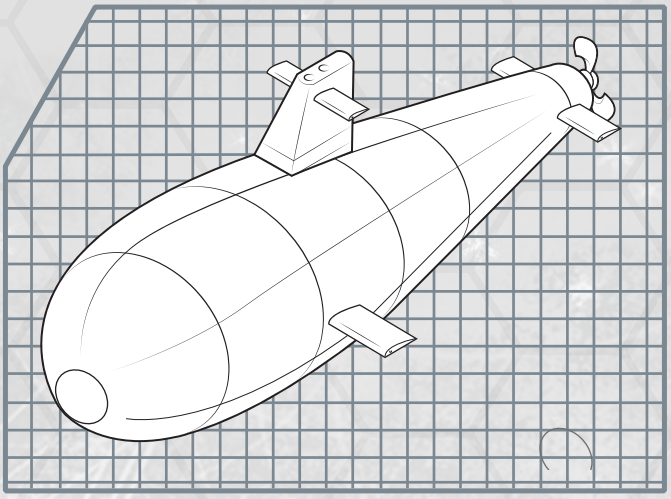
Cost per Space: +Cr8000
Tech Table: Increase Speed by one band

LIGHT SUBMERSIBLE

A submersible is a water-going craft that can submerge beneath the surface, while a submarine is a craft designed to remain under the surface for the greater part of its life, but is capable of surface travel. Small versions of both have wide-ranging applications in civilian life, though specialised military models also exist.

Tech Level: 4
Skill: Seafarer (submarine)
Agility: -2
Spaces: 1-20
Cost per Space: Cr50000
Hull: 3 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Research craft, smuggler's submersible, attack submarine

Submersibles have not only a Speed and Range, but also a Safe Depth (the depth to which they can usually dive), a Crush Depth (the depth to which they can go before being automatically destroyed) and Life Support (how many days a submersible can support its crew without resurfacing for air). All submersibles have the Life Support and Hostile Environment customisations (see page 55).



Tech Table

TL	Speed	Range	Safe Depth	Crush Depth	Life Support
4-5	Idle	50	50 m	150 m	50
6-8	Very Slow	100	200 m	600 m	100
9-11	Slow	150	600 m	1800 m	200
12-14	Medium	200	2000 m	6000 m	400
15+	Medium	250	4000 m	12000 m	Indefinite

Increased Dive

By increasing the submersible's structural strength, it can be made to dive deeper without fear of being crushed by the surrounding water.

For every 100% increase in the submersible's Cost per Space, its Armour, Safe and Crush Depths are increased by 100%.

Supercavitating Drive

While most submersibles are propelled by props or water jets, a supercavitating drive surrounds the craft with a bubble of atmosphere and propels it forward through the use of rockets, jets or thrusters. By eliminating the friction of the water surrounding it, the supercavitating drive is capable of driving the submersible forward at very high speeds.

Supercavitating drives consume a percentage of the total number of Spaces the submersible has, as shown on the Supercavitating Drive table (minimum 10 Spaces).

Supercavitating Drive

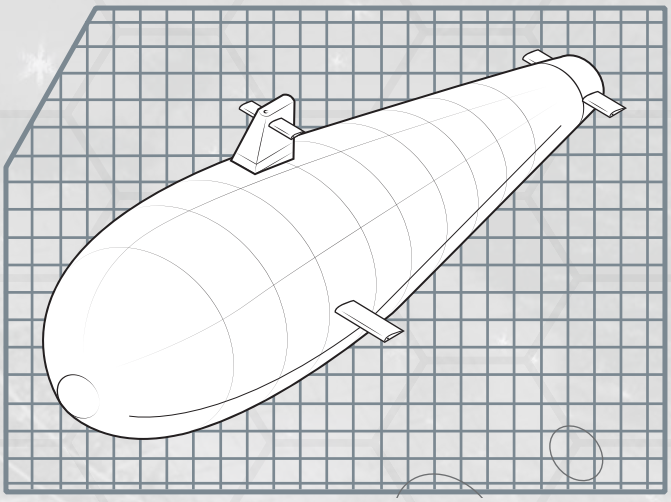
TL	Spaces	Speed	Range	Cost per Space
8-9	40%	Very Fast	700	+Cr200000
10-11	30%	Very Fast	1600	+Cr100000
12-13	20%	Subsonic	1800	+Cr50000
14+	10%	Subsonic	2000	+Cr25000

HEAVY SUBMERSIBLE

Heavy submersibles can reach the size of many of the ships they sail beneath and while some are used for carrying cargo, especially on worlds that have a hostile or dangerous atmosphere, most have military applications. These can be highly advanced war machines, packing extremely powerful weaponry and state-of-the-art stealth systems.

Tech Level: 4
Skill: Seafarer (submarine)
Agility: -4
Spaces: 20+
Cost per Space: Cr100000
Hull: 3 per Space
Shipping: 0.5 tons per Space
Traits: None
Examples: Transport, boomer, attack sub

Submersibles have not only a Speed and Range, but also a Safe Depth (the depth to which they can usually dive), a Crush Depth (the depth to which they can go before being automatically destroyed) and Life Support (how many days a submersible can support its crew without resurfacing for air). All submersibles have the Life Support and Hostile Environment customisations (see page 55).



Tech Table

TL	Speed	Range	Safe Depth	Crush Depth	Life Support
4-5	Idle	50	50 m	150 m	50
6-8	Very Slow	100	200 m	600 m	100
9-11	Slow	150	600 m	1800 m	200
12-14	Medium	200	2000 m	6000 m	400
15+	Medium	250	4000 m	12000 m	Indefinite

Increased Dive

By increasing the submersible's structural strength, it can be made to dive deeper without fear of being crushed by the surrounding water.

For every 100% increase in the submersible's Cost per Space, its Armour, Safe and Crush Depths are increased by 100%.

Supercavitating Drive

While most submersibles are propelled by props or water jets, a supercavitating drive surrounds the craft with a bubble of atmosphere and propels it forward through the use of rockets, jets or thrusters. By eliminating the friction of the water surrounding it, the supercavitating drive is capable of driving the submersible forward at very high speeds.

Supercavitating drives consume a percentage of the total number of Spaces the submersible has, as shown on the Supercavitating Drive table (minimum 10 Spaces).

Supercavitating Drive

TL	Spaces	Speed	Range	Cost per Space
8-9	40%	Very Fast	700	+Cr500000
10-11	30%	Very Fast	1600	+Cr400000
12-13	20%	Subsonic	1800	+Cr250000
14+	10%	Subsonic	2000	+Cr100000

AIRSHIP

Airships use a gas envelope containing a large volume of lighter-than-air gas (typically helium) to rise through the air. Engines provide forward motion without having to expend energy to gain height, making an airship efficient but slow. An airship without engines is a balloon and at the mercy or prevailing winds.

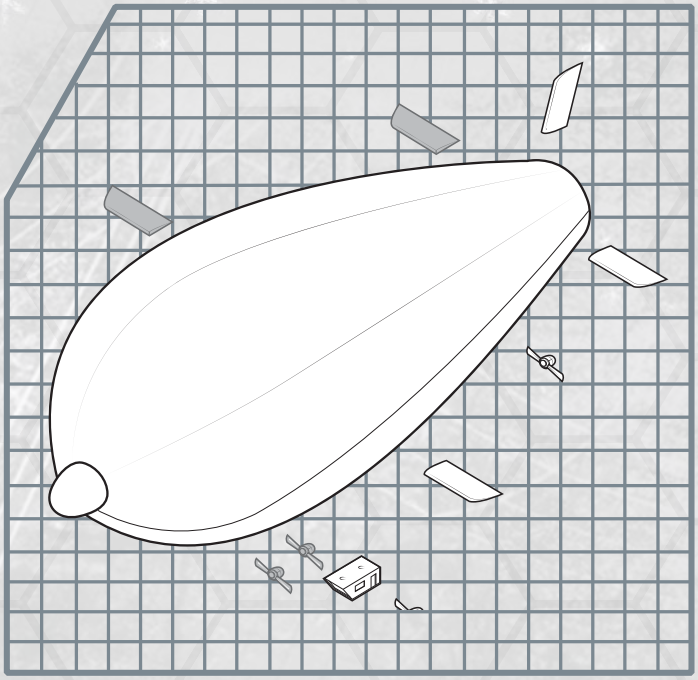
Tech Level: 3
Skill: Flyer (airship)
Agility: -3
Spaces: 10+
Cost per Space: Cr300
Hull: 1 per 5 Spaces
Shipping: 0.1 tons per Space
Traits: None
Examples: Balloon, blimp, zeppelin

Gas Envelope: While airships have a great many Spaces, most will be consumed by the gas envelope required to lift the craft. Only 10% of the Spaces in an airship are available for crew, passengers and customisation.

Tech Table

TL	Speed	Range
3	Idle *	100 *
4-5	Slow	4000
6-7	Medium	6000
8-9	Medium	8000
10-11	Medium	1000
12+	Medium	1200

* This is a non-powered airship, or balloon. Its speed (and direction!) will be dictated by the surrounding wind. The Range of 100 km is approximate and assumes a low TL hot air balloon. Those utilising hydrogen or helium for lift can have, for all intents and purposes, unlimited Range.



Lifting Body (TL7)

This is a hybrid aircraft, combining rigid wings and a lift-generating fuselage with a gas envelope which, in itself, is capable of supporting the entire craft. This is, in a way, the best of both worlds, providing a massive lifting capability with increased speed.

Spaces: 100-1,000
Cost per Space: +Cr1000
Tech Table: Increase Speed by one band

Gas Envelope: A lifting body has 20% of its Spaces available for crew and customisation.

LIGHT AEROPLANE

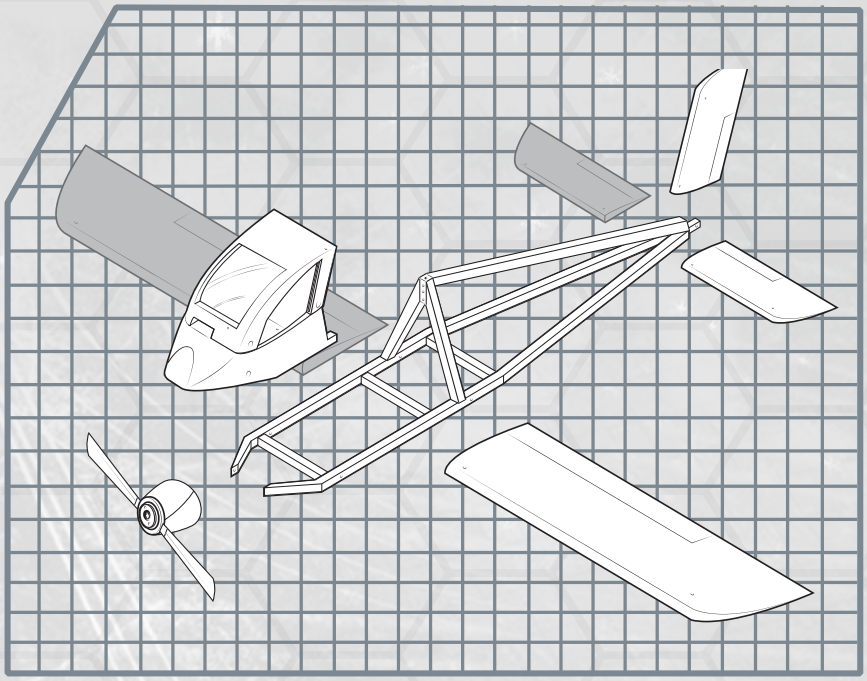
These are propeller-driven aircraft that rely on a fixed wing for lift, used widely on pre-gravitic worlds for personal and short-ranged transportation. Their appearance revolutionises all aspects of society, from travel to the military, but the constant need of forward motion to create lift means they are quickly replaced when grav vehicles appear.

Tech Level: 4
Skill: Flyer (wing)
Agility: +1
Spaces: 1-10
Cost per Space: Cr15000
Hull: 1 per 2 Spaces
Shipping: 0.5 tons per Space
Traits: None
Examples: Fighter, light aircraft

Take-off/Landing: Light Aeroplanes typically require 2D x 100 metres to safely take-off or land.

Tech Table

TL	Speed	Range
4	Medium	300
5-6	High	600
7-8	Fast	1,200
9-10	Fast	2,400
11+	Very Fast	4,800



Floats

By adding floats, pontoons, or shaping the fuselage, an aeroplane can be given the ability to land on water.

Agility: -1
Cost per Space: +Cr1500
Tech Table: Decrease Speed by one band

Folding Wings

Aeroplanes can be designed with folding wings, tail and props in order for them to be stored more efficiently, either for shipping or within a busy hangar.

Tech Level: 4
Cost per Space: +Cr3000
Shipping: -25%

STOL

The ability to perform Short Take-offs and Landings is typically achieved through the use of high-lift devices and revised aerofoils. This allows the aeroplane to take-off and land in half the normal distance.

Cost per Space: +Cr5000

Tilt Rotors (TL8)

Tilt rotors (or ducted fans), typically placed on the wingtips, allow an aeroplane to take-off and land vertically, as if it were a helicopter. Once height has been gained, the rotors tilt forward to provide forward motion. This removes the Take-off/Landing rule aeroplanes otherwise have to follow.

Cost per Space: +Cr15000
Tech Table: Decrease Speed by one band

HEAVY AEROPLANE

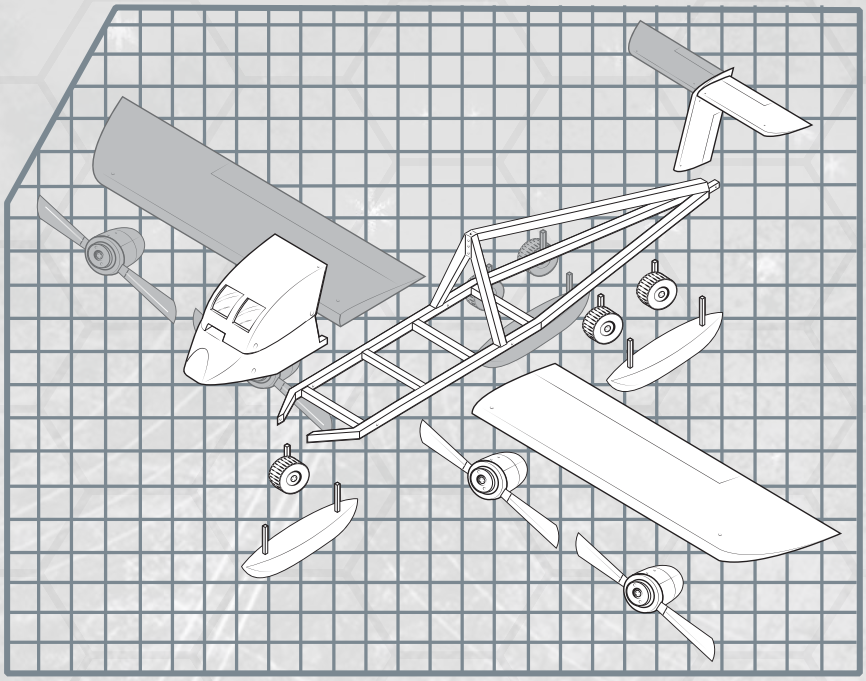
From bombers and military transports, to airliners and cargo planes, heavy aeroplanes provide a relatively cheap way to transport large quantities of materials (or weapons) across long distances.

Tech Level: 4
Skill: Flyer (wing)
Agility: -2
Spaces: 10+
Cost per Space: Cr25000
Hull: 1 per 2 Spaces
Shipping: 1 ton per Space
Traits: None
Examples: Airliner, cargo transport, bomber

Take-off/Landing: Heavy Aeroplanes typically require 4D x 100 metres to safely take-off or land.

Tech Table

TL	Speed	Range
4	Slow	1,000
5-6	Medium	2,000
7-8	High	3,000
9-10	Fast	4,000
11+	Very Fast	5,000



Floats

By adding floats, pontoons, or shaping the fuselage, an aeroplane can be given the ability to land on water.

Agility: -1
Cost per Space: +Cr3000
Tech Table: Decrease Speed by one band

Folding Wings

Aeroplanes can be designed with folding wings, tail and props in order for them to be stored more efficiently, either for shipping or within a busy hangar.

Tech Level: 4
Cost per Space: +Cr6000
Shipping: -25%

STOL

The ability to perform Short Take-offs and Landings is typically achieved through the use of high-lift devices and revised aerofoils. This allows the aeroplane to take-off and land in half the normal distance.

Cost per Space: +Cr7500

Tilt Rotors (TL8)

Tilt rotors (or ducted fans), typically placed on the wingtips, allow an aeroplane to take-off and land vertically, as if it were a helicopter. Once height has been gained, the rotors tilt forward to provide forward motion. This removes the Take-off/Landing rule aeroplanes otherwise have to follow.

Cost per Space: +Cr25000
Tech Table: Decrease Speed by one band

LIGHT JET

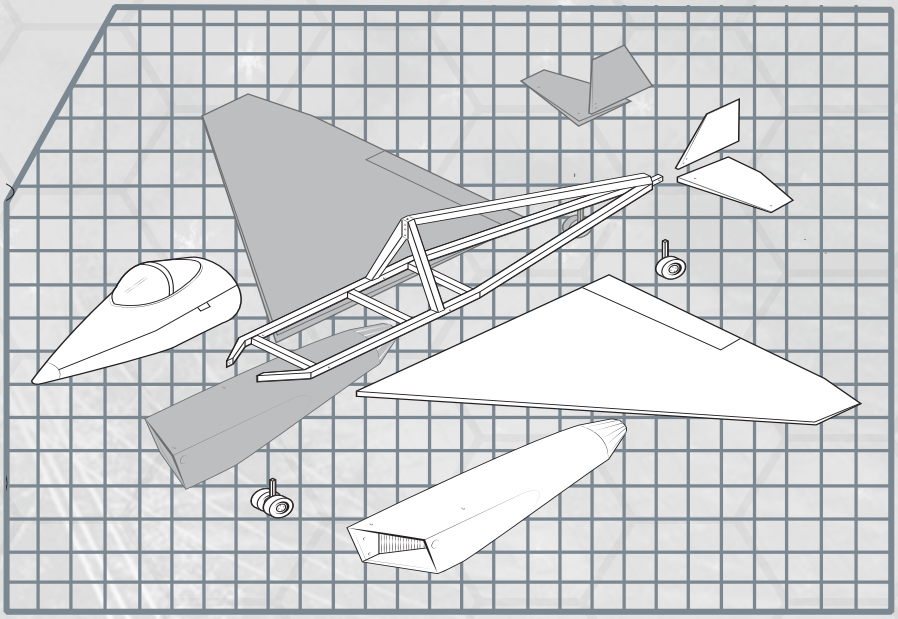
The appearance of jet engines, from turbofans to scramjets and hydrogen-fuelled waveriders, gives aircraft a massive increase in speed and range. They are noticeably more expensive but the performance benefits usually outweigh this, especially in frontline combat or as the playthings of nobles.

Tech Level: 5
Skill: Flyer (wing)
Agility: +1
Spaces: 2-20
Cost per Space: Cr50000
Hull: 1 per 3 Spaces
Shipping: 1 ton per Space
Traits: None
Examples: Business jet, fighter

Take-off/Landing: Light Jets typically require 3D x 100 metres to safely take-off or land.

Tech Table

TL	Speed	Range
5	High	750
6-8	Fast	2000
9-11	Very Fast	4000
12+	Subsonic	7000



Floats

By shaping the fuselage, a Light Jet can be given the ability to land on water.

Cost per Space: +Cr10000
Tech Table: Decrease Speed by one band

Folding Wings

Light Jets can be designed with folding wings and tail in order for them to be stored more efficiently, either for shipping or within a busy hangar.

Tech Level: 5
Cost per Space: +Cr12500
Shipping: -25%

STOL

The ability to perform Short Take-offs and Landings is typically achieved through the use of high-lift devices and revised aerofoils. This allows the Light Jet to take-off and land in half the normal distance.

Cost per Space: +Cr25000

Supersonic

Light Jets can be designed to reach supersonic speeds.

Cost per Space: +Cr100000
Tech Table: Change Speed to Supersonic

Tilt Jets (TL8)

Rotating jet nozzles allow a light jet to take-off and land vertically, as if it were a helicopter. Once height has been gained, the jets tilt forward to provide forward motion. This removes the Take-off/Landing rule Light Jets otherwise have to follow.

Cost per Space: +Cr50000

HEAVY JET

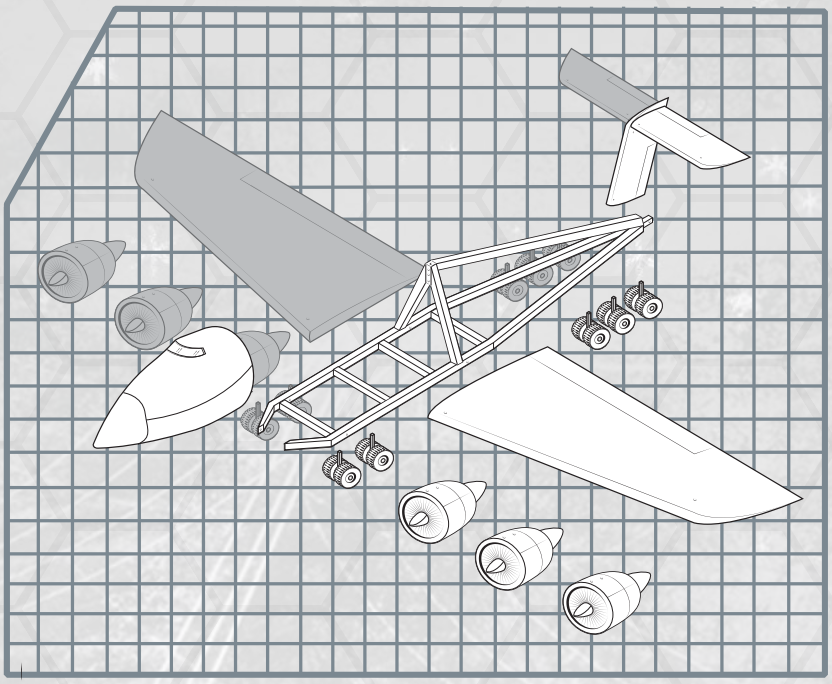
Large jets become the pre-eminent way of moving both passengers and cargo in both quantity and speed within pre-gravitic societies. With suitable investment, they are capable of reaching great speeds, with supersonic aircraft easily achievable at relatively modest Tech Levels.

Tech Level: 5
Skill: Flyer (wing)
Agility: -2
Spaces: 20+
Cost per Space: Cr75000
Hull: 1 per 2 Spaces
Shipping: 2 tons per Space
Traits: None
Examples: Airliner, cargo-lifter, bomber, airborne early warning

Take-off/Landing: Heavy Jets typically require 5D x 100 metres to safely take-off or land.

Tech Table

TL	Speed	Range
5	High	1000
6-8	Fast	4000
9-11	Very Fast	7000
12+	Subsonic	10000



Floats

By shaping the fuselage, a Heavy Jet can be given the ability to land on water.

Cost per Space: +Cr10000
Tech Table: Decrease Speed by one band

Folding Wings

Heavy Jets can be designed with folding wings and tail in order for them to be stored more efficiently, either for shipping or within a busy hangar.

Tech Level: 5
Cost per Space: +Cr15000
Shipping: -25%

STOL

The ability to perform Short Take-offs and Landings is typically achieved through the use of high-lift devices and revised aerofoils. This allows the Heavy Jet to take-off and land in half the normal distance.

Cost per Space: +Cr30000

Supersonic

Heavy Jets can be designed to reach supersonic speeds.

Cost per Space: +Cr200000
Tech Table: Change Speed to Supersonic

Tilt Jets (TL8)

Rotating jet nozzles allow a heavy jet to take-off and land vertically, as if it were a helicopter. Once height has been gained, the jets tilt forward to provide forward motion. This removes the Take-off/Landing rule Heavy Jets otherwise have to follow.

Cost per Space: +Cr75000

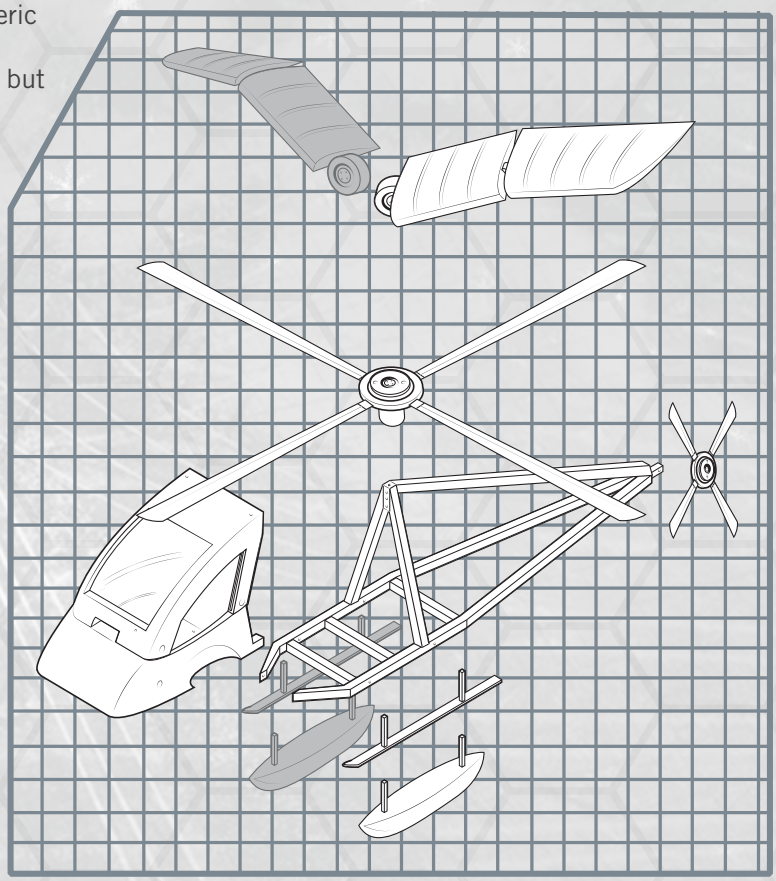
HELICOPTER, AERODYNE AND ORNITHOPTER

Helicopters use large diameter rotors (usually a single rotor, though larger helicopters may have two) to provide both lift and thrust. This is an inefficient method of aerial travel but it does allow helicopters to take-off and land without the need for a runway. Ornithopters use moving wings to gain lift, which is even more inefficient, but they sometimes appear due to specific atmospheric conditions or cultural bias. At higher Tech Levels, aerodynes become possible, using similar principles but replacing the rotor with jet thrust.

Tech Level: 5
Skill: Flyer (rotor)
Agility: +0
Spaces: 1-200
Cost per Space: Cr25000
Hull: 1 per 2 Spaces
Shipping: 1 ton per Space
Traits: None
Examples: Scout helicopter, gunship, search and rescue craft

Tech Table

TL	Speed	Range
5-6	Medium	1000
7-8	Medium	4000
9-10	High	7000
11+	High	10000



Aerodyne

A helicopter can instead be designed as an aerodyne, a type of VTOL aircraft kept aloft by the power of its jet engines alone.

Tech Level: 7
Shipping: 0.5 tons per Space
Cost per Space: +Cr10000
Tech Table: Increase Speed by one band

Floats

By adding floats, pontoons, or shaping the fuselage, a helicopter can be given the ability to land on water.

Cost per Space: +Cr5000
Tech Table: Decrease Speed by one band

Folding Rotors/Wings

Helicopters can be designed with folding tail and rotor in order for them to be stored more efficiently (and Ornithopters can feature folding wings and fins), either for shipping or for storage within a busy hangar.

Cost per Space: +Cr2500
Shipping: -50%

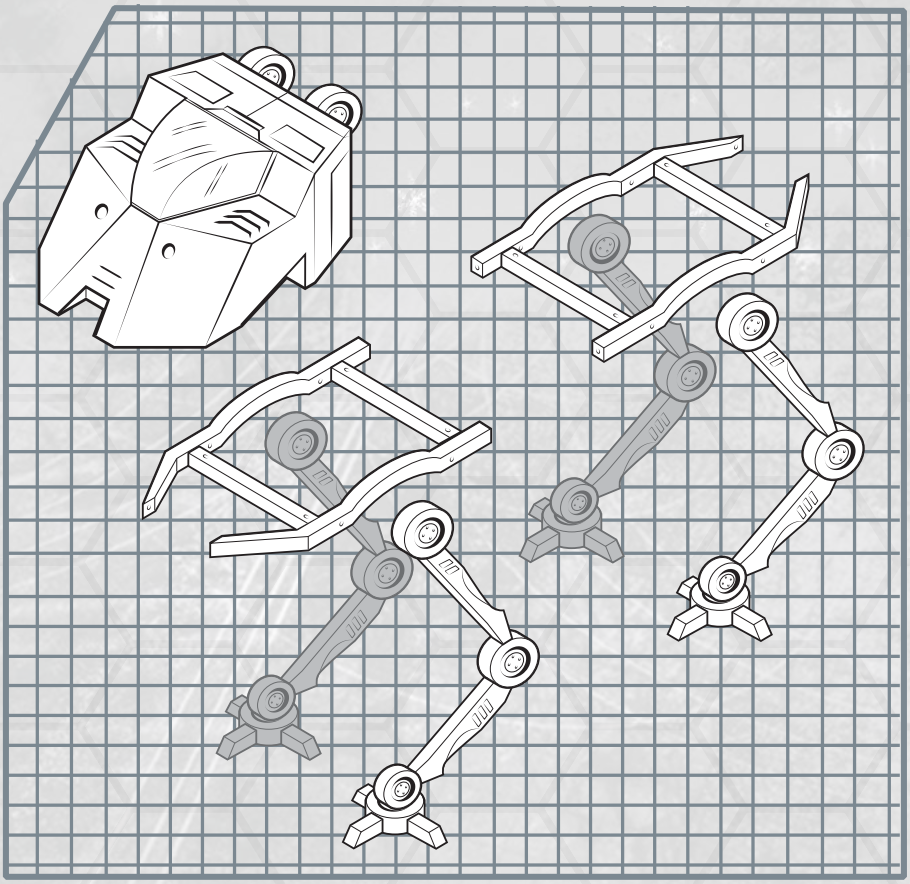
LIGHT WALKER

Walkers use computer-controlled legs to literally walk, allowing them to negotiate difficult terrain that would be impassable to wheeled vehicles. They are noticeably larger than suits of powered armour or battle dress, with even small models requiring a Traveller climbs into them rather than 'wearing' them.

Tech Level: 8
Skill: Drive (walker)
Agility: +0
Spaces: 1-20
Cost per Space: Cr10000
Hull: 2 per Space
Shipping: 0.5 tons per Space
Traits: ATV
Examples: Load lifter, scout walker

Tech Table

TL	Speed	Range
8	Very Slow	150
9-10	Slow	300
11-12	Medium	450
13-14	High	600
15+	High	750



Multi-legs

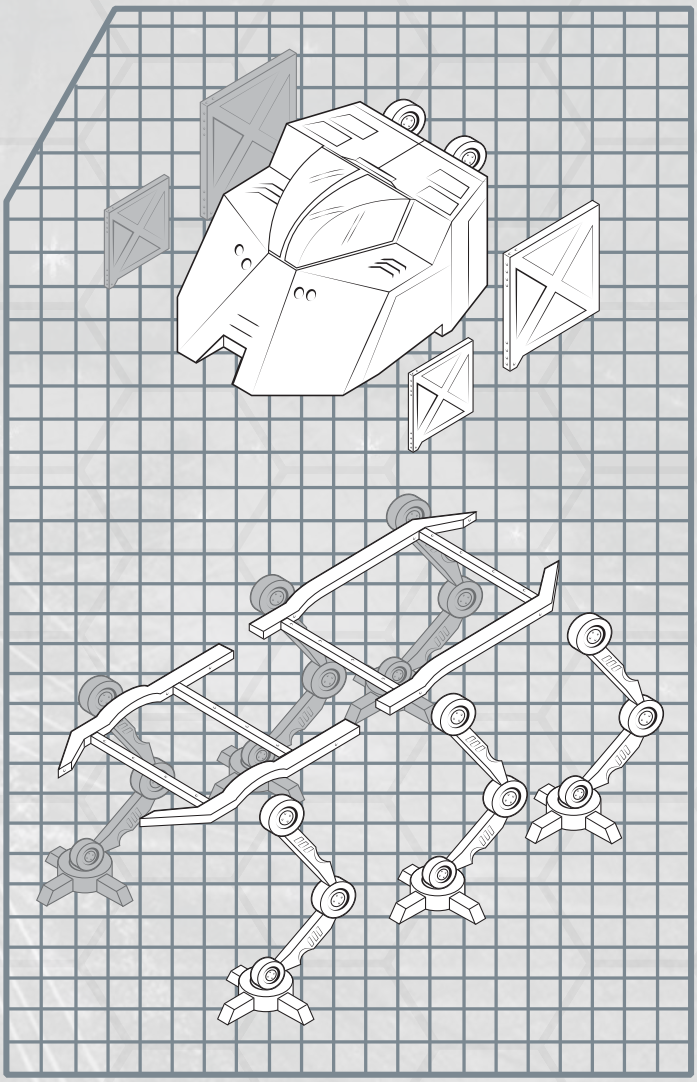
Walkers are assumed to have two legs but some sport multi-legged designs intended to balance their weight and make the walker easier to control.

Agility: +1
Cost per Space: +Cr10000

HEAVY WALKER

Larger walkers tend to be very specialised, as their construction is both difficult and expensive. They are thus used for very specific purposes rather than being designed as general purpose vehicles.

Tech Level: 8
Skill: Drive (walker)
Agility: +0
Spaces: 20+
Cost per Space: Cr20000
Hull: 3 per Space
Shipping: 0.5 tons per Space
Traits: ATV
Examples: Warmek, construction rig, all terrain attack transport, gladiator bot



Tech Table

TL	Speed	Range
8	Very Slow	150
9-10	Slow	300
11-12	Medium	450
13-14	High	600
15+	High	750

Armoured Fighting Vehicle

Turning a Heavy Walker into an Armoured Fighting Vehicle (AFV) requires adding structural support and armour, but can make for a terrifying war machine.

Cost per Space: +Cr20000
Tech Table: Decrease Speed by one band
Traits: AFV

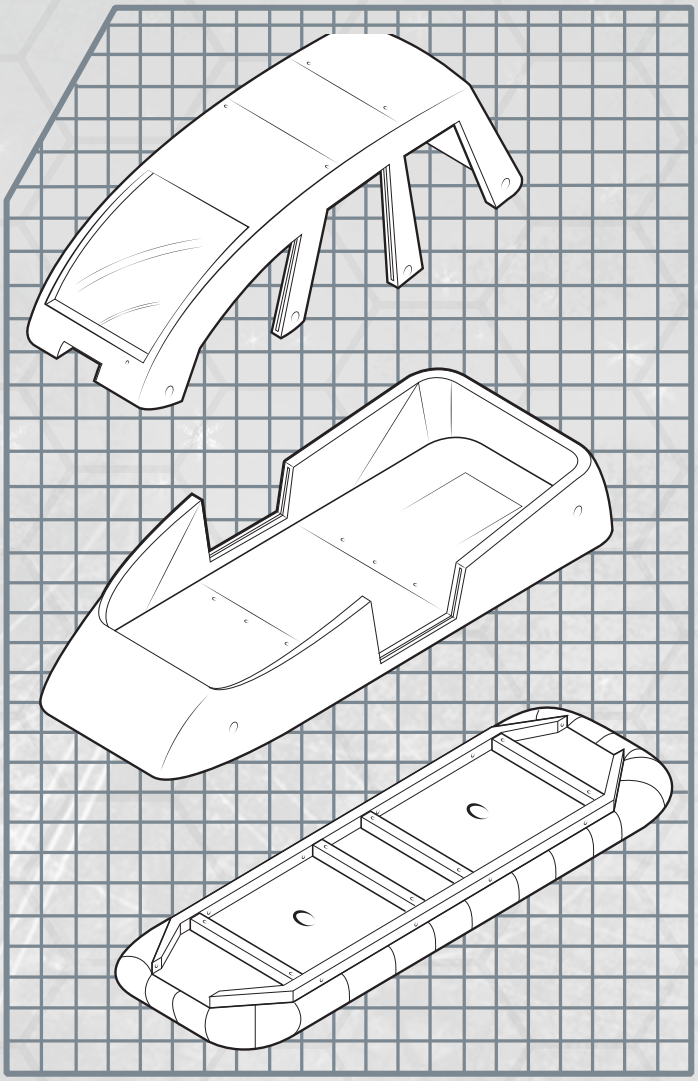
Multi-legs

Walkers are assumed to have two legs but some sport multi-legged designs intended to balance their weight and make the walker easier to control.

Agility: +1
Cost per Space: +Cr20000

LIGHT HOVERCRAFT

Hovercraft ride on a cushion of air, allowing them to glide over any surface, be it solid or liquid. This makes them very convenient, especially in less-developed areas, but they are also noisy and lack any great range.



Tech Level: 5
Skill: Drive (hovercraft)
Agility: +1
Spaces: 1-10
Cost per Space: Cr10000
Hull: 1 per 3 Spaces
Shipping: 0.5 tons per Space
Traits: None
Examples: Hover bike, hover jeep

Tech Table

TL	Speed	Range
5	Slow	300
6-7	Medium	400
8-9	High	500
10-11	High	600
12+	Fast	700

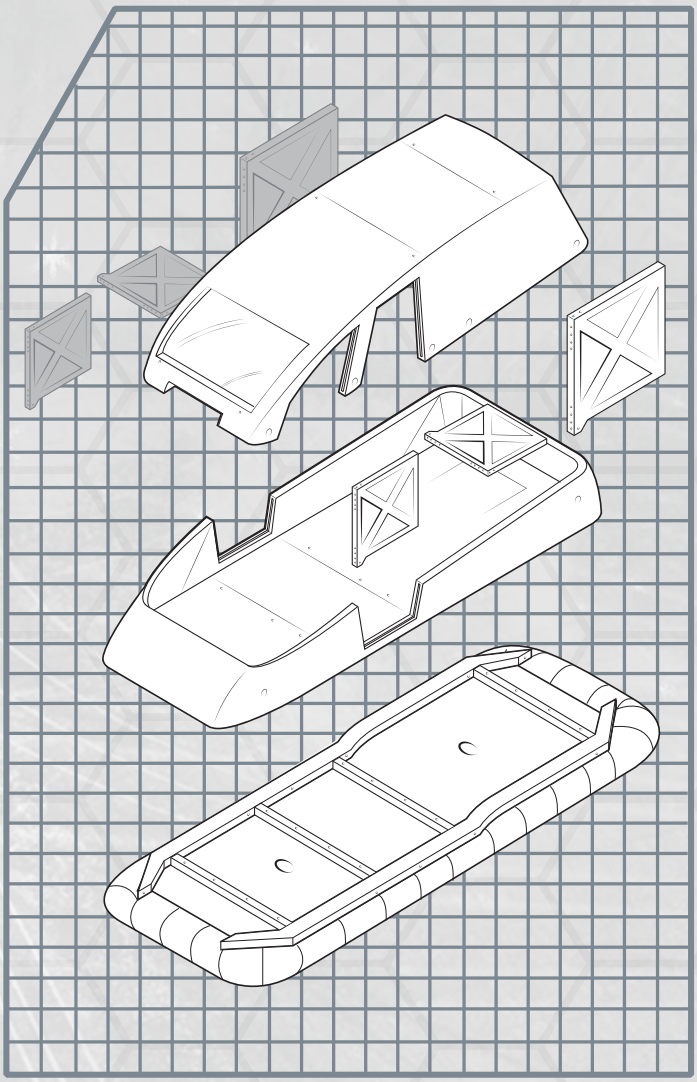
Open Frame

An open frame vehicle is a Hovercraft that the rider mounts rather than climbs inside. The following changes are made to the Light Hovercraft chassis.

Agility: +1
Spaces: 1-3
Cost per Space: +Cr2500
Tech Table: Increase Speed by one band
Traits: Open Vehicle

HEAVY HOVERCRAFT

Larger hovercraft are capable of transporting large loads quickly and easily, and are not dependant on roads like other ground-based vehicles. They are also more agile than other large vehicles, though they require a skilled operator to get the best out of them.



Tech Level: 5
Skill: Drive (hovercraft)
Agility: +0
Spaces: 10+
Cost per Space: Cr20000
Hull: 1 per 2 Spaces
Shipping: 0.5 tons per Space
Traits: None
Examples: Transporter, ferry, hover tank

Tech Table

TL	Speed	Range
5	Slow	300
6-7	Medium	400
8-9	High	500
10-11	High	600
12+	Fast	700

Armoured Fighting Vehicle

Turning a Hovercraft into an Armoured Fighting Vehicle (AFV) requires adding structural support and armour.

Tech Level: 5
Cost per Space: +Cr10000
Tech Table: Decrease Speed by one band
Traits: AFV

C H A P T E R - F O U R

ARMOUR

While civilian vehicles are rarely armoured unless they are expected to endure in harsh, wilderness conditions, any vehicle intended to face combat is likely to have the best armour its design, Tech Level and budget can manage. An extra layer of armour may increase a vehicle's cost but can make the difference between shrugging off an attack and being crippled by a single shot.

The armour present on a vehicle and the maximum amount it can carry, is very much dependant on its Tech Level. Early vehicles require heavy iron or steel plating to give them any significant protection but lighter and more resilient materials become available as Tech Level increase.

The Vehicle Armour table shows what armour Protection a vehicle begins with at the start of the design process, and the maximum amount this can be increased to.

The cost of the armour is a percentage of the cost of the vehicle's chassis per additional point of Protection. Spaces consumed is the amount of Spaces the armour will use per additional point of Protection. In all cases, round upwards.

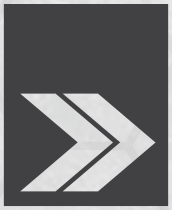
AFV TRAIT

If a vehicle has the AFV trait, the Maximum Protection listed on the Vehicle Armour table is tripled.

So, for example, a 20 Space TL12 AFV heavy ground vehicle starts with 4 points of Protection. If we increase that to 80 points, it will consume 7 Spaces (adding 76 points of Protection, requiring 30.4% of the total Spaces, rounding up to 7) and, assuming a chassis cost of Cr120000, will cost an additional Cr45600.

ARMOUR LOCATIONS

The Protection armour provides a vehicle is used for any attacks that come from the front, sides or rear (see Traveller Core Rulebook page 134). A vehicle that is attacked from the top or bottom (such as an attack launched from a rooftop or the vehicle travelling over a mine) has its Protection halved, rounding down.



Vehicle Armour

TL	Starting Protection	Maximum Protection	Cost	Spaces Consumed	Materials Used
0-2	0	10	5%	2.5%	Wood
3-5	1	15	3%	1.5%	Iron
6-8	2	20	2%	1%	Steel, Composites
9-11	3	30	1%	0.5%	Crystaliron
12-14	4	40	0.5%	0.4%	Bonded Superdense, Cast Diamond
15-17	4	50	0.25%	0.3%	Molecular Bonded, Cerametals, Spun Diamond
18+	5	60	0.1%	0.25%	Coherent Superdense

ARMOUR ALLOCATION

The above assumes that armour is allocated more or less evenly across all surfaces of the vehicle. However, it is very common, especially on military vehicles, to increase the armour in one location at the expense of another. The result is that the vehicle is far more resilient to attacks coming in from a specific direction but it avoids the cost and weight of excess armour. Typically, this is done with armoured vehicles intended for the front line, such as tanks, where armour is concentrated to the front.

Armour can be reallocated between the front, rear, top and bottom on a point-by-point basis.

For example, if 4 points of armour were removed from the rear of a vehicle, 2 points could be added to the front and 1 point each applied to the top and bottom.

Armour can be allocated to and from the side of a vehicle on a 1 point of side armour to 2 points of armour elsewhere basis.

For example, if you wanted to increase the side armour of a vehicle by 1 point, you could remove 2 points of armour from the rear of the vehicle to do it.

If a vehicle has no separate top or bottom armour listed in its description, assume they are equal to the value of the side facing.

Nuclear Dampers

Nuclear dampers are passive defensive devices which create an interference field in which the strong nuclear force can be manipulated. A series of nodes and anti-nodes are created, either to enhance or degrade the strong nuclear force.

Focussing a negative node on incoming nuclear warheads lowers the potential barriers around nuclei, thus suppressing the strong force; the warheads shed neutrons at very low energies and are rendered harmless after a short exposure. Both fission and fusion warheads are affected, as fusion warheads use a fission trigger to create the heat required for the fusion reaction.

The Travellers Aid Society presents the

VEHICLE HANDBOOH
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3

WHENEVER YOU NEED IT!

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Light autocannon
Find the perfect flexibility for light vehicles on page XX.

WEAPON MOUNTS -
Use the latest technology to enhance your vehicle. Page XX

PLASMA MISSILE RACK -
For the Traveller with deep pockets, the ultimate in weaponry. Page XX

WEAPONS

While most military vehicles will feature at least a 'defensive' weapon to keep attackers at bay, even civilian vehicles can benefit from a mounted machinegun or laser if they stray into dangerous territory. However, weapons cannot simply be plastered all over a vehicle as they require specific mounting points to function correctly.

SECTION 1: WEAPON MOUNTS

Before a weapon can be attached to a vehicle, a mount must be purchased and installed for it. The mounts available are listed here. Each has its own range of benefits and features, though not every mount is suitable for every weapon.

FIXED MOUNT

A fixed mount is a rigid support for a weapon, with no ability to traverse or change aiming point relative to the vehicle it is attached to. Most fixed mounts face forward and are activated by the pilot or driver, though there is no mechanical reason why they cannot be mounted in any direction.

Fixed mounts have no additional cost and consume no extra Spaces (beyond the weapons they are mounting). However, it must be specified which arc they fire into from the vehicle, and once this is selected it cannot be changed.

Fixed mounts may also be used to mount drones (see page 66) which can then be launched directly from the vehicle. This again consumes no Spaces but a vehicle may not mount drones that total more than 25% of the vehicle's own total Spaces.

PINTLE MOUNT/RING MOUNT

A pintle mount is simply a post with the weapon fixed upon it while a ring mount is normally found near a hatch. A pintle mount allows the Traveller to pivot the weapon across an entire fire arc, while a ring mount can pivot into any arc, allowing the weapon to fire at targets that would not lie in front of a fixed mount. However, they do require a separate gunner to operate.

A pintle mount consumes no Spaces and costs Cr250, while a ring mount costs Cr750. A weapon of up to 500 kg may be attached to them.

It must be specified which arc a pintle mount fires into from the vehicle, and once this is selected it cannot be changed.

Pintle and ring mounts may be fitted with a gun shield to protect the Traveller using it. This costs Cr1000 and provides an additional amount of Protection to the Traveller equal to the TL of the vehicle against all attacks originating from the fire arc the mount is currently facing.

GUN PORT

A gun port is a small slot with an armoured hatch that allows a Traveller inside the vehicle to use a pistol or rifle to attack targets outside.

A gun port consumes no Spaces and costs Cr250. It must be specified which arc the gun port fires into from the vehicle, and once this is selected it cannot be changed.

BAY

A bay is an internal space designed to hold one-shot ordnance such as bombs, missiles, and torpedoes.

A bay costs Cr2500 per Space of weapons it is designed to hold, and can fire one such weapon every round.

Multi-bays capable of firing any number of weapons each round cost Cr5000 per Space of weapons they are designed to hold.

HARD POINT

A hardpoint is an external mounting point for one-shot ordnance such as bombs and missiles. The main benefit of hardpoints is that any weapons mounted upon them do not consume Spaces inside the vehicle.

Hardpoints cost Cr2000 per Space of weapon they are designed to hold, and a vehicle can carry weapons totalling a maximum of a quarter of its Spaces in this way.

SMALL TURRET

A weapon mounted in a turret can traverse a full 360o and thus attack a target in any arc. A small turret is a simple pod that contains only the weapon and any electronics required to fire it, controlled from a remote station within the vehicle.

A small turret costs Cr10000 for every Space of installed weaponry, plus the cost of the weapons installed, and consumes one Space within the vehicle itself.

A small turret can hold up to 4 Spaces of weapons.

LARGE TURRET

A large turret can mount much bulkier weapons and has enough space within for crew to operate it.

A large turret costs Cr25000 for every Space of installed weaponry, plus the cost of the weapons installed, and consumes four Spaces within the vehicle itself, plus one Space for each crewman the turret can contain (small turrets are effectively 'bolted on', while large turrets are considered to be integral parts of the vehicle).

POP-UP MOUNT

Any mount can be concealed within a vehicle until required. This is typically done in order to gain surprise on an enemy or to avoid cursory checks from discovering illegal weaponry.

A pop-up mount consumes a number of Spaces equal to the original mount (minimum of 1 Space) and costs an additional Cr10000 per Space.

MODULAR MOUNT

Any mount can be made modular, allowing a variety of weapons to be fitted. This allows a vehicle to change its 'mission profile' and become effective against different enemies.

A modular mount will increase the cost of a mount by an additional +50%.

Changing a weapon on a modular amount requires a Routine (6+) Mechanics check (1D minutes, INT or EDU).

weapons are specifically designed to be vehicles. Unless otherwise specified, all ranges are in kilometres.

SECTION 2: WEAPONS

The following weapons are specifically designed to be mounted on vehicles. Unless otherwise specified, all ranges are in kilometres.

05/78741 ANTI-AIR MISSILE

A standard weapon carried in the bays or hanging from the hardpoints of many fighter aircraft, the anti-air missile sees widespread use until direct energy weapons and advanced targeting systems arrive.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Anti-Air Missile	7	8	8D	0.5	2	Cr12000	1	-	One Use, Smart

05/80885 ANTI-TANK MISSILE

Small and compact, this missile nevertheless delivers a deadly punch. It is commonly seen on attack aircraft, though versions are also some times mounted as external auxiliary weapons on the turrets of lighter armoured vehicles to give them some offensive capability against heavier enemies.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Anti-Tank Missile	7	6	8D	0.5	2	Cr18000	1	-	AP 30, One Use, Smart

05/78741 BOLT THROWER

At lower Tech Levels, this is effectively a giant crossbow, using either tension or torsion to fire heavy bolts the size of spears at enemy infantry and cavalry. As the technology becomes available, this is likely to be changed to compressed air. The listed range is in metres.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Bolt Thrower	1	200	4D	0.5	2	Cr2000	1	Cr25	AP 5

05/80885 BOMBARDMENT MISSILE

A large missile, this weapon is intended to rain death upon enemies at great distance. Typically fired in salvoes, it is a perfect weapon to attack fortifications but has sufficient guidance systems to track moving vehicles.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Bombardment Missile	9	150	1DD	1	4	Cr36000	1	-	AP 20, Blast 20, One Use, Smart

05/83963 CANNON

A large calibre gun used to arm the heavy tanks and armoured vehicles of mid-Tech Level armies.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Cannon	8	2	1DD	2.5	10	Cr400000	30	Cr5000	Blast 10

05/86432 EARLY MACHINEGUN

Once the principles of machineguns were understood, militaries were quick to adopt them. Design flaws and tendencies to jam were overcome, leaving a weapon that ruled the battlefield utterly. The listed range is in metres.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Early Machinegun	4	400	3D	14	1	Cr1200	30	Cr100	Auto 3

05/86432 EARTHQUAKE BOMB

The earthquake bomb is the ultimate reach of taking a good idea to its logical conclusion – an air-launched bomb that is as large as the aircraft of its Tech Level are capable of carrying. Normally, these are specially modified aircraft, though some societies at war may consider building aircraft dedicated to delivering these weapons. The immense damage caused by this bomb is not from the primary effects of its explosives but rather the artificial earthquakes it generates after penetrating the ground and then exploding.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Earthquake Bomb	4	-	5DD	10	40	Cr100000	1	-	Blast 250

05/78741 FUSION GUN

One of the most powerful ground-based weapons ever made, the fusion gun can blast through just about any material.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Fusion Gun-X	13	3	3DD	4	16	MCr2	-	-	AP 10, Blast 15, Radiation
Fusion Gun-Y	14	5	3DD	4	16	MCr3	-	-	AP 20, Blast 20, Radiation
Fusion Gun-Z	15	10	3DD	4	16	MCr8	-	-	AP 30, Blast 30, Radiation

02\80882 GAUSS CANNON

This weapon uses advanced electromagnetic ('gauss') propulsion to accelerate a metal dart to tremendous speed. The projectile is a lump of dense metal which damages the target using kinetic energy and the gauss cannon is capable of firing them rapidly.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Gauss Cannon	12	2	1DD	1	4	Cr100000	200	Cr1000	AP 10, Auto 3

05/83963 GUIDED MUNITION

While freefalling bombs are an extremely effective (and cheap) way of destroying a target, their use does expose the carrying aircraft to danger as it is forced to overfly the enemy. By adding flip-out wings and streamlining, a bomb can be made to glide to a designated target with great accuracy. This upgrade can be given to any bomb, modifying it as detailed below. It will gain a horizontal range equal to half the altitude of the launching aircraft.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Guided Munition	7	Special	-	-	-	Cr+50%	1	-	Smart

05/86432 HEAVY BOMB

The one-ton unguided bomb is beautiful in its simplicity but devastating in effect. Accurately dropped onto a target, it will blast apart anything short of a hardened fortification.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Heavy Bomb	4	-	3DD	1	4	Cr8000	1	-	AP 30, Blast 30

05/78741 HIGH-EXPLOSIVE BOMB

A small but potent bomb, when dropped a handful can easily destroy a building or blast apart an armoured vehicle. It is valued due to the ease it can be carried into the air and its inexpensiveness.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
High-explosive Bomb	4	-	1DD	0.1	1	Cr1500	1	-	AP 20, Blast 20

05/80885 LIGHT ANTI-AIR MISSILE

This small missile is designed to be used by light aircraft but can also be found on ground vehicles to provide a cheap response to aerial threats. As a lower Tech Level missile, it is effective against comparable aircraft but rapidly degrades against aircraft capable of carrying armour or advanced decoy systems.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Light Anti-Air Missile	7	5	6D	0.25	1	Cr5000	1	-	One Use, Smart

05/83963 LIGHT AUTOCANNON

This is a conventional autocannon, of 20-25mm calibre. It is designed to destroy light vehicles and massed infantry.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Light Autocannon	6	1	6D	0.25	1	Cr10000	500	Cr1000	Auto 3

05/86432 LIGHT LASER CANNON

While lacking the punch of larger implementations of laser technology, the light laser cannon is a versatile vehicle-borne weapon, adept at destroying armoured infantry and lightly-armoured vehicles or comparable Tech Levels.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Light Laser Cannon	9	2	8D	2	8	Cr60000	-	-	AP 5

05/86432 LONG RANGE ANTI-AIR MISSILE

A big missile by the standards of aerial warfare on most worlds, this missile is designed to engage targets far beyond visual range, and is commonly seen mounted on dedicated interceptors.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Long Range Anti-Air Missile	7	40	8D	0.75	3	Cr22000	1	-	One Use, Smart

05/78741 MEDIUM BOMB

When a small bomb just won't do, this weapon will ensure the destruction of even heavily armoured targets.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Medium Bomb	4	-	2DD	0.5	2	Cr4000	1	-	AP 25, Blast 25

05/80885 PLASMA MISSILE RACK

A terrifying weapon to be on the receiving end of and capable of flattening entire cities when used en masse, the plasma missile rack ripple-fires medium-sized missiles to devastating effect. The plasma warheads detonate with the power of a small sun, simply vaporising anything within their lethal zone.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Plasma Missile Rack	12	50	1DD	2	4	MCr1	12	Cr400000	AP 20, Auto 3, Blast 15, One Use, Smart

05/83963 ROTARY AUTOCANNON

Though relatively small calibre, this autocannon utilises three rotating barrels, enabling it to sustain a hideous rate of fire. It is equally effective against infantry and light vehicles and, with armour-piercing ammunition, it can even be effective against tanks.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Rotary Autocannon	7	1	6D	0.5	2	Cr25000	500	Cr1200	Auto 5

05/86432 TORPEDO

While lacking the punch of larger implementations of laser technology, the light laser cannon is a versatile vehicle-borne weapon, adept at destroying armoured infantry and lightly-armoured vehicles or comparable Tech Levels.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Torpedo	4	1	1DD	0.5	2	Cr3000	1	-	AP 10, One Use, Smart
Torpedo	5	5	3DD	0.5	2	Cr5000	1	-	AP 30, One Use, Smart
Torpedo	8	50	5DD	0.5	2	Cr12000	1	-	AP 50, One Use, Smart

05/78741 WATER CANNON

These 'weapons' are used for fire suppression, riot control and dispersal of chemicals. Any Traveller struck by a water cannon must pass a Difficult (10+) STR check or be knocked prone and rendered helpless for a round.

A water cannon's *magazine* is dependent upon how much water it has access to. Every extra Space dedicated to the water cannon increases its magazine size by 10.

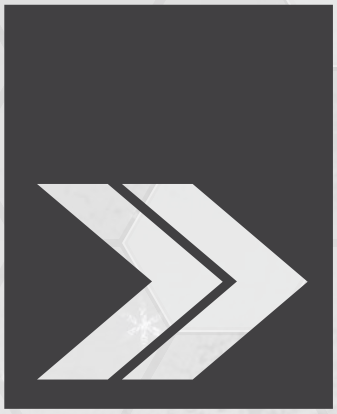
Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Water Cannon	5	0.1	-	0.5	2	Cr2000	10	-	-

SECTION 3: THE CENTRAL SUPPLY CATALOGUE

The Traveller supplement, *Central Supply Catalogue,* contains a wealth of weapons that can be attached to a vehicle, giving a vehicle designer a huge range of options. Of particular interest will be the Heavy Weaponry chapter.

The only conversion that will be necessary is to turn the Mass of each weapon (usually listed in Kg or tons) into Spaces. This is done at a rate of 1 Space for every 250 Kg or 0.25 tons of Mass or part of.

So, for example, a light autocannon has a Mass of 0.25 tons, which is equal to 1 Space. An orbital defence cannon has a Mass of 35 tons, which is equal to a whopping 140 Spaces!



SECTION 4: SPACECRAFT WEAPONS

In the interests of maximum destructive power, there have been many warlords and vehicle designers who have looked at the practical applications of mounting spacecraft scale weapons onto vehicles. They have enjoyed mixed successes, but the effect is always destructive, to say the least.

Any spacecraft weapon (see *High Guard* for a full range) can, in theory, be mounted upon a vehicle. In order to do this, a vehicle needs two things – enough room to physically fit the weapon and sufficient power to operate it.

To place a spacecraft weapon into a vehicle, simply multiply the tonnage of the weapon by four. This is how many Spaces it will consume, to a minimum of 1 Space. Unless it is to be placed in a fixed mount, it will also need a spacecraft style turret which, at one ton on a spacecraft, will mean another 4 Spaces is required.

Any vehicle of TL15 or below will require a dedicated fusion plant (see page 49) to provide enough power to use a spacecraft weapon. Vehicles of TL16 are assumed to be able to produce power in sufficient quantities to not require an additional plant.

Jet Engines

Jet engines evolve as the technology behind them changes, and the following is a good guide as to what is possible.

TL	Engine Type
5	Turbojet, Ramjet
6	High Bypass Turbofan
7	Scramjet
8	Air-Breathing Rocket
9	Waverider
10	MHD Electrojet

SECTION 5: OFFENSIVE CUSTOMISATION

Once a weapon has been installed upon a vehicle, it may be given extra ammunition capacity or advanced fire control systems to increase its effectiveness.

AMMUNITION

Vehicles are capable of carrying a great deal of ammunition for their weapons, allowing them to operate for extended periods in the field without a constant requirement to rearm.

Each Space set aside for ammunition allows an extra magazine (as defined by the weapon's own entry) to be directly attached to a weapon, allowing it to be used without the need to reload. These Spaces have no cost other than the ammunition that fills them.

Weapons of less than 1 ton in mass may have up to ten extra magazines for every Space dedicated to ammunition in this way.

Ammunition may also be carried within any spare cargo space, but this will require the reloading of the weapon before it can be used, a process that typically takes 1D or 1D x 10 minutes, depending on the size of the weapon.

FIRE CONTROL

The use of fire control systems allows weapons to be targeted far more accurately. This can range from simple gyrostabilisation to laser-rangefinders and integration of the vehicle's own advanced sensor arrays to the weapon systems. However, due to their cost and complexity, fire control systems are normally fitted only to a vehicle's primary weapons.

All fire control systems grant the Scope trait to the weapon they are attached to (see page 133 of the Traveller Core Rulebook).

Fire Control Systems

Fire Control System	TL	Cost	Attack Roll DM
Basic	6	Cr10000	+1
Improved	8	Cr25000	+2
Enhanced	10	Cr50000	+3
Advanced	12	Cr100000	+4

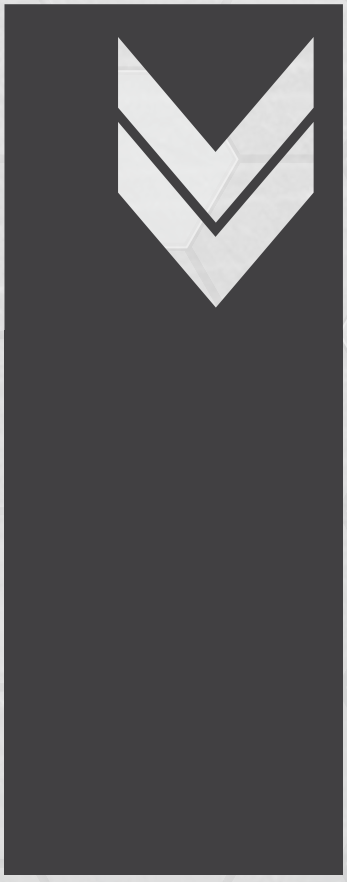
LINKED WEAPONS

So long as space permits, it is possible to attach multiple weapons to a single mount (be it pintle, fixed, turret, or whatever), so long as they are of the same type. This is called linking (or sometimes twin-linking, as weapons are often mounted in pairs).

If weapons of the same type are linked in this way, only one attack roll is made for all of them. If they successfully hit a target, only one damage roll is made for them, but they add +1 per damage dice to the total damage dealt to the target for every extra weapon.

This bonus has already been factored into the vehicles described in this book.

Note that in the case of Destructive weapons, this bonus is added before the damage is multiplied (making a twin-linked Destructive weapon truly terrifying!).



CHAPTER-SIX

CUSTOMISATION

THE VEHICLE HANDBOOK COLLECTION

There are many mechanics and engineers throughout the galaxy who believe that the customisation of vehicles is an art unto itself. Any vehicle can be modified, either by the simple addition of a few pieces of equipment or a fundamental re-shaping and redesign of the core chassis, for reasons of performance, capability or pure aesthetics

PERFORMANCE

At the heart of customisation is the idea of increased performance, whether this is making the vehicle faster, more economical or more durable.

06/19654 SPEED

A vehicle can be equipped with more powerful motive systems, lightened or made more aerodynamic – any of these have the potential to increase its raw speed. Alternatively, a vehicle can be given less powerful drive systems in an effort to keep its cost down.

A vehicle can have its Speed increased by one Speed band at a cost of 10% of its Spaces, and doubling its Cost per Space. This may be done multiple times.

A vehicle can have its Speed decreased by one Speed band. Each time this is done, it gains 1 Space for every full 10 Spaces it started with, and has its Cost per Space reduced by 10%. If the vehicle is less than 10 Spaces in size, it receives the cost reduction but not the extra Spaces. This may be done multiple times.

06/46587 FUEL CAPACITY

A vehicle can have its Range decreased or extended simply by adding or removing fuel from its structure.

A vehicle can have its Range increased by 25% at a cost of 10% of its Spaces. This may be done multiple times.

A vehicle can have its Range decreased by 25%. Each time this is done, it gains 1 Space for every full 10 Spaces it started with. This may be done multiple times. If the vehicle is less than 10 Spaces in size, it cannot use this customisation.

06/94678 FUEL EFFICIENCY

Instead of gaining or losing valuable space to fuel capacity, a vehicle can be made to run more or less efficiently simply by selecting the right components.

A vehicle can have its Range increased by 50% by adding 25% to its Cost per Space. This may be done multiple times.

A vehicle can have its Range decreased by 25% by deducting 10% from its Cost per Space. This may be done multiple times.

06/56274 STRUCTURAL REINFORCEMENT

The use of better quality materials or advanced construction methods can make a vehicle much tougher and resilient to damage.

A vehicle can increase its Hull by +10%, by increasing its Cost per Space by +50%. This may be done once.

Although it is rarely done intentionally, a vehicle can be weakened by using poorer quality materials or just tolerating shoddy construction. A vehicle can decrease its Hull by -25%, by decreasing its Cost per Space by -25%. This may be done once.

CONTROL SYSTEMS

Enhanced control systems can be installed within a vehicle to increase its effective agility. This is usually achieved by the use of drive-by-wire or drive-by-light systems and heads up displays or, on more advanced vehicles, physical linkages that translate body movements or even thoughts into commands. They may also require substantial changes to a vehicle's design in terms of aerodynamics, power source and motive systems.

Note that primitive control systems actually reduce a vehicle's total cost, while basic control systems are assumed to be automatically included in every vehicle unless another option is chosen from this table.

06/56792

CONTROL SYSTEMS

Control System	TL	Cost	Agility
Primitive	1	-Cr25	-1
Basic	-	-	+0
Improved	7	Cr5000	+1
Enhanced	10	Cr15000	+2
Advanced	12	Cr25000	+3

06/64782

AUTOPILOT

An autopilot system is a device that, at its most basic, holds a vehicle to a set heading and speed though more advanced models can navigate at least as well as any Traveller. Early autopilots are only of use on aircraft and waterborne vessels but, from TL9 onwards, become effective for any vehicle and will automatically tie themselves into any local traffic control systems.

The Autopilot table shows the range of autopilots available, along with their effective skill level, as appropriate to the vehicle they are installed within (Drive, Flyer, or Seafarer).

Autopilot	TL	Cost	Skill Level
Basic	5	Cr2000	0
Improved	7	Cr7500	1
Enhanced	9	Cr10000	2
Advanced	11	Cr15000	3

DRIVE SYSTEMS

Every vehicle has its own way of moving, but alternative methods can be added to greatly increase a vehicle's utility in the field.

TL4

AQUATIC DRIVE

This can be added to a vehicle to allow it to traverse across the surface of water. This does not make it seaworthy but it will be capable of navigating rivers, lakes and coastal areas. The modification includes waterproofing, snorkels and props or water jets for propulsion.

Light vehicles will have the same movement rates as boats (see page 20) of the same TL, though their Agility while afloat will be one less and Range 10% of that of a boat.

Heavy vehicles will have the same movement rates as ships (see page 21) of the same TL, though their Agility while afloat will be one less and Range 10% of that of a boat.

Aquatic drives add +50% to a vehicle's Cost per Space.

TL10

AUXILIARY GRAV DRIVE

Any vehicle can be fitted with an auxiliary grav drive, allowing it to fly for short distances.

While flying, the vehicle will have its Agility reduced by -1, its Range halved, and Speed reduced by one band.

Auxiliary Grav Drives add +100% to a vehicle's Cost per Space and consume 25% of the vehicle's total Spaces (rounding up).

TL4

TL7 AUXILIARY THRUSTERS

Any vehicle can be fitted with auxiliary thrusters, allowing it to 'jump' for short distances.

Instead of moving normally in a round, the vehicle can instead make a short jump.

For every 5% (rounding up) of a vehicle's total Spaces consumed by Auxiliary Thrusters, the vehicle will be able to make a vertical jump of 10 metres. Any forward momentum the vehicle had before jumping will be retained (allowing it to jump horizontally so long as it has had a run up). This will cost Cr10000 per Space.

TL4 GROUND DRIVE

Many aerial vehicles will be equipped with a simple set of wheels that allow them to manoeuvre at an airport or spaceport. A ground drive, however, fully converts them into road-going vehicle. Due to the rigours of travel on the ground where collisions are far more frequent, this can be an extremely extensive conversion where the exterior of the vehicle actually 'transforms' between aerial and ground travel.

Light vehicles will have the same movement rates as light ground vehicles (see page 14) of the same TL, though their Agility while on the ground will be one less and Range 50% of that of a light ground vehicle.

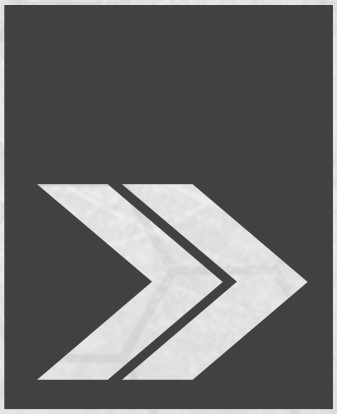
Heavy vehicles will have the same movement rates as heavy ground vehicles (see page 15) of the same TL, though their Agility while on the ground will be one less and Range 50% of that of a heavy ground vehicle.

Ground drives add +20% to a vehicle's Cost per Space.

TL9 SMART WHEELS

Smart wheels use short-raged sensors to constantly scan the ground ahead, and then reshape themselves to compensate. On rough terrain, smart wheels provide DM+1 to any Drive (wheel) checks made to negotiate adverse conditions, while on roads they increase the Range of a vehicle by 10%.

Smart wheels cost Cr1000 per Space of the vehicle, but consume no Spaces themselves.



POWER SYSTEMS

Every vehicle comes with a power system installed, even if that power is derived from the wind, animals or the crew themselves. However, vehicles can be customised to use other sources of power that greatly extend their utility.

06/29861 EXTERNAL POWER

This customisation allows a vehicle to draw power from an external source, such as overhead wires, induction plates buried under roads or beamed microwaves.

So long as the vehicle has direct access to the external power source (remaining on the road or within line of sight of the microwave transmitter, for instance), it effectively has an unlimited Range.

The External Power table shows how much this costs depending on the total number of Spaces the vehicle has, and how many Spaces it will consume within the vehicle as a percentage of the total number of Spaces.

Vehicle Type	TL	Cost per Space	Spaces
Train	4	Cr5000	5%
Ground Vehicle	8	Cr2000	5%
Aircraft	9	Cr10000	10%
Grav Vehicle	11	Cr10000	5%

06/46379

FISSION PLANT

This is a self-contained and (mostly) safe nuclear reactor that allows a vehicle to run for hugely extended periods of time.

The Fission Plant table shows how much a reactor costs by Tech Level, how many Spaces it consumes as a percentage of a vehicle's total number of Spaces, and how long a vehicle can run without refuelling. A fission plant requires a vehicle to possess the Hostile Environment customisation (see page 55). In theory, a vehicle can be equipped with a fission plant without this protection but crew turnover will be much higher.

Vehicle Type	TL	Cost per Space	Spaces*	Longevity
Basic	6	Cr100000	50%	1 year
Improved	7	Cr150000	40%	25 years
Advanced	8	Cr250000	30%	50 years

* A fission plant consumes a minimum of 10 Spaces.

06/98746

FUSION PLANT

Fusion power provides a vehicle with the same effectively unlimited Range as fission power, but with none of the drawbacks.

Vehicle Type	TL	Cost per Space	Spaces*	Longevity
Basic	9	Cr125000	25%	50 years
Advanced	10	Cr200000	20%	100 years

* A fusion plant consumes a minimum of 10 Spaces.

ACTIVE DEFENCE

Armour is the primary defence for many combat vehicles, but a range of customisations are available to increase the protection of a vehicle. After all, it is better to not have to rely upon armour at all rather than risk it being breached.

06/56481

ANTI-MISSILE SYSTEM

These automated systems are capable of tracking incoming missiles and grenades, then destroy them in mid-flight before they can reach the vehicle. This is typically done with very rapid-firing but small calibre miniguns, replaced by gauss and then laser weapons as they become viable.

Anti-missile systems will automatically destroy an incoming missile or grenade on a 2D roll of 8+, with a DM appropriate to their type shown on the Anti-Missile Systems table. DM-1 is applied to every additional incoming attack made in the same round. Anti-missile systems fire extremely rapidly and consume huge amounts of ammunition. Every time an anti-missile system fires, it will consume ammunition equal to ten times its Auto score.

Advanced systems are capable of shooting down any solid projectile, including shells and bullets. They remain ineffective against energy-based weapons.

All anti-missile systems can be used under manual control as ordinary vehicle-based weapons.

Anti-Missile Systems

Anti-Missile System	Defence Roll DM
Minigun	+0
Laser	+1
Gauss	+2
Advanced Laser	+4

Anti-Missile System	TL	Range	Damage	Spaces	Cost	Magazine	Magazine Cost	Traits
Minigun	8	0.5	2D	3	Cr200000	600	Cr1000	Auto 6
Laser	10	0.5	1D	4	Cr250000	-	-	Auto 3
Gauss	11	1	3D	3	Cr350000	300	Cr2000	Auto 6
Advanced Laser	13	1	2D	2	Cr500000	-	-	Auto 4

06/56421 DECOY DISPENSER

Decoy dispensers throw out either hot flares or scores of reflective strips (chaff) to confuse and disrupt the targeting of guided weapons. Dispensers intended for use underwater typically use acoustic signatures to trick incoming attacks.

Smart weapons targeting a vehicle equipped with a decoy dispenser suffer DM-2 to their attack rolls.

However, decoy dispensers are completely ignored by Smart weapons that are of a higher TL than the vehicle they are attacking. In addition, decoy dispensers of TL7 or less will only apply their DM if the crew of the vehicle are aware that the attack has been made.

	TL	Spaces	Cost
Decoy Dispenser	5	1	Cr2500

06/96473 ELECTROSTATIC ARMOUR

This generates a powerful static field around a vehicle, vaporising any objects that come close. This field extends 1-5 metres from the vehicle's exterior and is intended to vaporise shells and missiles before they strike the vehicle's actual hull.

Electrostatic armour provides an additional amount of Protection equal to three times the TL of the vehicle it is installed within.

However, this Protection can only be applied to projectile weapons (such as bullets, shells, and missiles), and never to energy-based weapons. In addition, it can easily be overwhelmed, and will only provide this Protection to one attack every round. This increases by one extra attack per round for every TL above 9.

A further drawback is that an active field is extremely harmful to Travellers and animals. Any living creature moving into the field will suffer 6D damage.

Electrostatic armour consumes 10% of a vehicle's total number of Spaces.

	TL	Cost
Electrostatic Armour	9	Cr10000

06/21453 NUCLEAR DAMPER

The nuclear damper projects a wave that modifies the strong nuclear force which can prevent the detonation of nuclear weapons, or at least remove a lot of their secondary effects.

A vehicle equipped with a nuclear damper ignores the Radiation trait of any weapon that damages it. Furthermore, it will prevent the detonation of any nuclear weapon within 1 km with a successful Difficult (10+) Electronics (sensors) check (INT or EDU). This check can be performed as a reaction.

A nuclear damper consumes 12 Spaces.

	TL	Cost
Nuclear Damper	12	MCr0.5

06/65411 PRISMATIC AEROSOL DISCHARGER

Similar to a smoke discharger, a prismatic aerosol is a cloud of very fine crystal shards that refract and deflect laser light.

Attacks with laser-based weapons made against a vehicle using a prismatic aerosol discharger will have their damage reduced by 2D. It has no effect upon Destructive weapons or any weapons that do not use lasers.

A prismatic aerosol discharger will have no effect upon a moving vehicle or when in anything stronger than a moderate breeze.

	TL	Spaces	Cost
Prismatic Aerosol Discharger	9	1	Cr4000

06/24853

REACTIVE ARMOUR

This is a set of small explosive charges positioned on critical areas of a vehicle's exterior that automatically detonate when struck by a weapon.

This provides a bonus to the Protection of a vehicle's armour, but it will degrade over successive hits as the explosives are expended. The bonus is reduced by -1 by each successful hit.

Reactive armour will provide no additional Protection against, and will be completely destroyed by, any hits from Destructive or Spacecraft scale weapons.

The cost of reactive armour is based upon the total number of Spaces of the vehicle it is installed upon though it consumes no Spaces itself. It costs Cr2000 to replace each lost point of Protection gained from reactive armour.

Reactive Armour	TL	Cost per Space	Protection
Basic	7	Cr1000	+15
Improved	9	Cr2500	+25
Advanced	11	Cr5000	+30

06/45783

SMOKE DISCHARGER

A smoke discharger simply wreathes a stationary vehicle in smoke, making visual targeting extremely difficult.

Attacks made against a vehicle using a smoke discharger suffer DM-2. However, a smoke discharger will have no effect upon a moving vehicle or when in anything stronger than a moderate breeze.

	TL	Spaces	Cost
Smoke Discharger	3	1	Cr1000

ELECTRONICS

A vehicle can be enhanced in many ways with the installation of electronic devices and computers. In advanced military machines, this becomes essential for their function.

06/35614

COMMUNICATIONS SYSTEMS

A functioning communications system allows a vehicle to communicate with the outside world, potentially linking into a planetary-wide network that can greatly increase its range.

Communications Systems	TL	Cost	Range
Basic	5	Cr700	50 km
Improved	8	Cr75	500 km
Advanced	12	Cr250	1000 km

Communications systems can have the following customisations added.

Encrypted (TL6): The ability to send and decode encrypted signals means communications can be made secure even if it is likely they will be intercepted. Encryption costs Cr4000.

Increased Range: Every time the Range of a communications system is multiplied by ten, its initial cost will be doubled. This can be done twice.

Meson Communicator (TL10): A communications system capable of using meson technology cannot be jammed (in theory it is possible to block a meson signal with a meson screen, but being able to place one in exactly the right spot is likely to be impossible). A meson communicator consumes 2 Spaces and costs Cr50000.

Satellite Uplink (TL6): This allows a communications system to communicate with a satellite or ship in orbit. It includes the necessary tracking equipment to stay locked onto the target, which consumes 1 Space. A satellite uplink costs Cr1000.

Tightbeam (TL8): This adds a separate mode for transmitting and receiving, utilising lasers or masers instead of radio to provide point-to-point communications. This requires line of sight to the target but is nearly impossible to intercept. Tightbeam costs Cr2000.

06/65412

COMPUTERS

The addition of a computer in a vehicle can allow it to perform many different functions other than carrying its crew from one place to another. These computers are very similar to those Travellers may carry about their person but their integration into the vehicle's existing systems brings an additional cost. Computers consume no Spaces on a vehicle.

Any computer of TL8 or more can also act as a communications system if this is specified at purchase . This does not increase the cost of the computer.

A computer can be designed for a specific purpose, which gives it a Processing score of +1 or +2 higher for that software only. The navigation computer used in a specialised ATV, for example, might only be a Computer/1, but could run the Navigation/3 program because it is specially designed for that task. A specialised computer costs 25% more per point of added Processing power – so, a Computer/1, Navigation/3 vehicle computer costs 150% of the cost of a basic Computer/1. At TL8 this would be Cr750.

Processing	TL	Cost
Computer/0	7	Cr1000
Computer/1	8	Cr500
Computer/2	10	Cr1000
Computer/3	12	Cr2000
Computer/4	13	Cr3000
Computer/5	14	Cr10000

06/97436

NAVIGATION SYSTEMS

Navigation systems, fundamentally, allow the crew of a vehicle know where they are and what direction they need to go in. At their most basic, navigation systems may provide simple readings based on altitude and magnetic compasses, but they rapidly expand into fully functioning devices that draw information from installed databases, satellite transmissions and the vehicle's own sensors to completely map out their immediate environment.

The Navigation Systems table shows the range of navigation systems available, along with the DM they provide to Navigation checks

Navigation Systems	TL	Cost	Navigation DM
Basic	5	Cr2000	+1
Improved	9	Cr10000	+2
Advanced	13	Cr50000	+4

06/65417

ELECTRONIC COUNTERMEASURES

A vehicle equipped with electronic countermeasures is capable of disrupting both communications and attempts to use sensors to detect it. In the case of the latter, it will be obvious the vehicle is in the vicinity as electronic countermeasures are an active broadcast, but they will interfere with attempts to pinpoint or analyse the vehicle. Electronic countermeasures cannot be used at the same time as stealth (see page 55).

Electronic countermeasures apply a negative DM to Electronics (comms or sensors) checks equal to the difference between their TL and that of the device they are trying to jam or disrupt. They will have no effect on devices of a higher TL, nor can they be combined with Stealth.

Improved and enhanced versions apply additional negative DMs. The Range of electronic countermeasures can be increased. Every time its Range is multiplied by ten, its cost will be doubled. This can be done twice.

Electronic countermeasures consume 1 Space.

Electronic Countermeasures	TL	Cost	Range	Electronics DM
Basic	5	Cr10000	1 km	-
Improved	8	Cr20000	5 km	-1
Advanced	11	Cr40000	25 km	-2

Interception and Encryption

If a referee deems it possible for a Traveller to intercept a communications signal not intended for them, this may be done with an Average (8+) Electronics (comms) check (INT or EDU). However, intercepting a signal is one thing – if it is encrypted, uncovering the signal's content may be very tricky.

To decrypt an encrypted signal requires a Formidable (14+) Electronics (comms) check (1D seconds), INT or EDU). For every TL the Traveller's communication system is above that of the transmitting communications system, DM+1 is applied. However, for every TL their communications system is below, DM-1 is applied instead.

This means high TL encrypted transmissions can be impossible to decrypt, even if a great deal of time can be spent trying to crack them.

VOLKH CUSTOMS

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06/64512

SENSORS

Most basic vehicles rely on a Traveller's own eyes and ears to detect objects in their vicinity, aided only by a clear windscreen and headlights. However, as the Tech Level increases, sensors can become incredibly sophisticated even on relatively basic civilian vehicles.

Sensor Systems	TL	Cost	Range	Electronics (sensors) DM
Basic	5	Cr5000	1 km	+0
Improved	7	Cr15000	5 km	+1
Advanced	13	Cr25000	25 km	+2

Sensor systems can have the following customisations added.

Hardened (TL7): Sensor systems capable of burning through jamming and disruption can be installed into a vehicle. These systems ignore DM-1 of any penalty applied to them from jamming. This will double their initial cost.

Increased Fidelity (TL6): Far more sensitive sensor systems can be installed, making detection of objects far more likely. For each additional DM+1 to be applied to the Electronics (sensors) check, the sensor system will double its initial cost and consume one Space.

Increased Range: Every time the Range of a sensor system is multiplied by ten, its initial cost will be doubled. This can be done up to three times.

Sensor Mast: A sensor mast allows a vehicle to use its sensors from behind cover so only the mast is visible, allowing the vehicle itself to remain hidden or, at least, out of direct line of sight from attacks. This is achieved by the use of physical masts, floating balloons or buoys, or tethered grav platforms. A sensor mast doubles the initial cost of a sensor system.

Underwater Sensors: A sensor system can be built for underwater use. Note that a sensor system cannot be used for both below and above water, and vehicles wishing to have both capabilities will require two separate sensor systems. Underwater sensors have their Range halved and initial cost doubled.

STEALTH AND CAMOUFLAGE

Just as vehicle designers create ever more inventive and sophisticated sensor systems to detect potential hazards and enemies, they have counterparts who work to hide vehicles from detection.

06/23478

CAMOUFLAGE

Camouflage is designed to hide a vehicle from visual detection, usually through means of colour schemes that blend into specific environments or by breaking up a vehicle's outline. This generally means it is only applied against Recon checks, though sensors that specifically use visual means of detection (including infrared) may be affected at the referee's discretion.

Camouflage has a minimum Range at which it will work and will only apply in a specific type of environment (woodland, iron oxide desert, swamp, for example).

At TL7, camouflage will include infrared masking and will apply its DM against detection attempts that use infrared.

At TL12, multi-chromatic camouflage becomes available, allowing the vehicle to effectively change colour to suit its current environment.

The basic cost of any camouflage system is multiplied by the number of Spaces a vehicle has, though it consumes no Spaces itself.

Camouflage	TL	Basic Cost	Minimum Range	Detection DM
Basic	1	Cr25	1 km	-1
Improved	4	Cr100	0.5 km	-2
Advanced	11	Cr10000	0.25 km	-4

06/46792

STEALTH

While camouflage helps a vehicle hide from visual detection, stealth allows it to evade detection by advanced sensors. As the TL of wars increases, stealth steadily becomes more important than camouflage – in short, camouflage will not help hide a vehicle from radar or more advanced sensors, while stealth will not hide a vehicle from the Mk1 eyeball. Stealth is achieved through passive means, mainly through the use of advanced materials and design, and cannot be used at the same time as electronic countermeasures (see page 52).

Stealth applies a negative DM to Electronics (comms or sensors) checks equal to the difference between the vehicle's TL and that of the device it is trying to evade.

Stealth has no effect on devices of a higher TL, nor can it be combined with Electronic Countermeasures.

Improved and enhanced versions apply additional negative DMs.

The basic cost of stealth is multiplied by the number of Spaces a vehicle has, though it consumes no Spaces itself.

Stealth	TL	Cost	Electronics (sensors) DM
Basic	7	Cr5000	-1
Improved	9	Cr10000	-2
Advanced	13	Cr20000	-4

ENVIRONMENTAL CUSTOMISATION

While many vehicles are designed for everyday civilian use on temperate worlds, others have to cope with truly hostile environments on planets where the atmosphere itself is capable of corroding a vehicle into a hunk of rusted metal within days or even hours.

06/76953

AIRLOCK

A vital component to most environmental customisations, an airlock allows crew and passengers to enter and exit the vehicle without compromising any internal environment.

	TL	Spaces	Cost
Airlock	6	2	Cr2000

06/45826

CORROSIVE ENVIRONMENT

The vehicle is modified through the use of ceramics and corrosion-resistant materials to withstand corrosive atmospheres. It includes all the benefits of the hostile environment customisation, and must be combined with life support to be effective. The cost is based on the total number of Spaces of the vehicle.

	TL	Spaces	Cost
Corrosive Environment	9	-	Cr10000

06/97856

HOSTILE ENVIRONMENT

This is a series of modifications that safeguards both vehicle and crew in dangerous environments. This includes protection against both heat and cold, radiation (protection equal to 500 rads), poisons and bacterial threats. It must be combined with life support to be effective. The cost is based on the total number of Spaces of the vehicle.

	TL	Spaces	Cost
Hostile Environment	6	-	Cr5000

06/365998

INSIDIOUS ENVIRONMENT

Some atmospheres are so destructive that they will eventually breach any defence, no matter how sophisticated it is. This customisation is not a permanent solution but it provides protection against such environments for a number of days equal to the TL of the vehicle. After this time has elapsed, the vehicle loses its protection against insidious environments until the vehicle is completely refurbished, a process taking 1D days in a fully-equipped workshop and costing 5% of the total cost of the vehicle.

It includes all the benefits of the hostile environment customisation, and must be combined with life support to be effective. The cost is based on the total number of Spaces of the vehicle.

	TL	Spaces	Cost
Insidious Environment	11	-	Cr50000

06/97642

LIFE SUPPORT

Even if a vehicle is capable of surviving a hostile environment, there is no guarantee that its crew and passengers can. Life support systems provide a sealed environment within the vehicle and a breathable atmosphere independent to that outside.

Short term life support systems provide this habitat for up to four days before air and filters need replacing (included as part of the vehicle's regular maintenance costs). It consumes one Space for every 20 people (or part of) on board the vehicle).

Long term life support operates for up to 90 days and consumes 1 Space for every 5 people on board.

	TL	Cost per Space
Life Support (short term)	4	Cr10000
Life Support (long term)	7	Cr50000

06/35987

VACUUM PROTECTION

This seals the vehicle against vacuum, allowing crew and passengers to operate freely in regions with no atmosphere. It includes all the benefits of the hostile environment customisation, and must be combined with life support to be effective. The cost is based on the total number of Spaces of the vehicle.

	TL	Spaces	Cost per Space
Vacuum Protection	6	-	Cr10000

CREATURE COMFORTS AND UTILITY

The customisation options in this section are rarely essential to most vehicles and the roles they are expected to perform. However, they may be vital for some specialised operations or, indeed, may simply be used to make the lives of the Traveller's riding within them more comfortable or interesting.

ATMOSPHERIC SAMPLER

TL8

This is a system of collectors, pipes and filters used for atmospheric sampling, including particulates, taints and organic matter. An Electronics (sensors) check will be required to gain any useful information.

An atmospheric sampler consumes 3 Spaces and costs Cr10000.

BUNKS

-/-

Bunks provide sleeping space for up to two Travellers. They consume 1 Space each and cost Cr200.

AUTODOC

TL13

An autodoc is a small self-contained diagnostic, pharmaceutical, and surgical system about the size of a low berth chamber or large coffin. It is capable of diagnosing and treating disease, infection, injuries and other medical conditions as efficiently as a qualified doctor (treat as Medic 3).

At TL14, an autodoc is capable of reanimation, provided no more than 2D minutes have passed since the Traveller's death. This period can be doubled by extremely cold conditions or extended up to 1D days by placing the Traveller's corpse in a low berth.

Item	TL	Spaces	Cost
Autodoc	13	2	Cr100000
Autodoc	14	2	MCr1

COMMAND CENTRE

TL9

Used in military, law enforcement and rescue vehicles, a command centre allows the effective monitoring and co-ordination of units in high stress operations. The command centre includes workstations and a large screen or holographic table for reports and displays. Up to two Travellers can use a command centre at any one time, and it can be increased in size, consuming 1 Space and costing Cr5000 for each extra Traveller. A command centre requires a vehicle to have at least TL8 communications systems and Improved Sensors.

Item	TL	Spaces	Cost
Command Centre	9	4	Cr75000

CRANE

-/-

A crane is a gantry that can be folded to lie flush in line with the vehicle's chassis or within it. Fitted with lifting equipment, cranes are used to move heavy loads within reach of the vehicle.

Crane	TL	Maximum Load	Spaces	Cost
Light	1	400 kg	1	Cr1000
Medium	4	2 tons	4	Cr5000
Heavy	6	10 tons	8	Cr10000
Super Heavy	8	100 tons	20	Cr250000

CRYOBERTH

TL10

A cryoberth, or 'icebox' is a coffin-like machine similar to the low or frozen berths used on spacecraft. The main difference is that a cryoberth works much faster than a low berth, freezing and preserving its occupant almost instantly. A cryoberth can therefore be used to place a severely injured Traveller into stasis until he receives medical treatment. A cryoberth's internal power system can function for up to one week on its own batteries, but a berth is usually connected to the vehicle's power supply.

Item	TL	Spaces	Cost
Cryoberth	10	1	Cr50000

CUTTING TOOL

TL5

The nature of this heavy-duty external cutting tool will vary depending on the Tech Level of the vehicle it is mounted upon, but can range from chainsaws and water knives to plasma cutters.

A cutting tool consumes 5 Spaces and costs Cr10000.

DIGGER BLADE

TL5

This is a large external blade used for digging and scooping, utilising the vehicle's mass and power to move far greater quantities of material than would be possible by a Traveller alone.

A digger blade consumes 10 Spaces and costs Cr25000.

EJECTION COCOON

TL8

Similar to an ejection seat, the cocoon is a lightly-armoured shell that provides a limited, pressurised environment. It is used in very high-speed aircraft and grav vehicles, where ejection could be dangerous, or when ejection is expected within hostile environments.

An ejection cocoon consumes 3 Spaces for each crew member and costs Cr10000 per Space.

EJECTION SEAT

TL5

Ejection seats are designed to blast a Traveller clear of a vehicle in demise, then deploy a parachute to bring him safely to the ground. An ejection seat can be triggered as a reaction, but those of TL6 or below require the vehicle (usually an aircraft) to be at an altitude of at least 500 metres. High TL ejection seats use grav chutes to bring the Traveller to rest.

An ejection seat consumes no Spaces and costs Cr5000.

ENTERTAINMENT SYSTEM

TL5

Entertainment in low Tech Level vehicles tend to concentrate on audio facilities but rapidly advance to include visual mediums.

Entertainment systems consume no Spaces and cost Cr200. However, Travellers looking to impress other passengers are free to spend more. A lot more.

FIRE EXTINGUISHERS

-/-

Fire Extinguishers are designed to put out fires internal to the vehicle.

If a vehicle catches fire (perhaps after being attacked by a weapon with the Fire trait), the extinguisher can be activated as a reaction. For the next 1D rounds, roll 2D. On an 8+, the fire is put out.

Fire extinguishers consume no Spaces and cost Cr500 per 25 Spaces the vehicle has.

FRESHER

TL7

A fresher provides hygienic services on board a vehicle and comes complete with toilet, sink and shower. It consumes 2 Spaces and costs Cr1500.

A large fresher can be installed instead, and is a full-sized washroom, complete with tub, shower, vanity with sink, toilet and bidet. This consumes 6 Spaces and costs Cr5000.

GALLEY

-/-

A galley provides food preparation and serving facilities on board a vehicle, though extra space must be provided if a separate eating area is required.

A mini-galley consumes 2 Spaces, serves up to 5 Travellers and costs Cr1000. A full galley consumes 6 Spaces, plus 1 Space per 10 Travellers served. It costs Cr2000 plus Cr100 per Traveller served.

GENERAL PURPOSE LABORATORY

TL7

This laboratory provides no bonuses to scientific checks but allows tasks to be performed with no penalty for missing tools or equipment.

A general purpose laboratory consumes 2 Spaces per Traveller using it and cost Cr5000 per Space.

GEOLOGICAL SAMPLER

TL8

This is an array of scooping devices designed for shallow ground testing, along with a hollow-core drills capable of drilling down one kilometre. An Electronics (sensors) check will be required to gain any useful information.

A geological sampler consumes 15 Spaces and costs Cr100000.

HOLDING TANK

TL8

A holding tank is a sealed enclosure equipped with long-duration life support system. The holding tank can recreate different atmospheres and can draw in, compress and store a local planetary atmospheric sample in order to sustain any lifeforms held within the tank.

Holding tanks can be built to any size, at the cost of Cr5000 per Space.

HOLO-SUITE

TL10

This is an advanced holographic projection suite. Often used on exploration vehicles as a large display unit, it has other, less wholesome, uses.

A holo-suite consumes 1 Space and costs Cr15000.

HOT TUB

TL6

After a long day exploring alien worlds and fighting interstellar wars, there are few things more relaxing for the average Traveller than soaking in a warm water with friends.

A hot tub consumes 1 Space per Traveller intended for its use. By increasing this to 2 or 3 Spaces per Traveller, a hot pool can be created instead. Either way, a hot tub costs Cr3000 per Space.

HYDROGRAPHIC SAMPLER

TL8

This is a set of liquid sampling devices, holding tanks and testing equipment.

A hydrographic sampler consumes 5 Spaces and costs Cr10000.

INTERNAL BAY

-/-

Large vehicles are fully capable of carrying smaller vehicles inside. An internal bay does not simply provide the ability to carry another vehicle (which can be achieved simply by dedicating cargo space to the task), but provides enough space to conduct basic maintenance and facilities to launch or deploy the vehicle inside.

An internal bay consumes a number of Spaces equal to twice the Shipping Size of the vehicle to be carried. It costs Cr1000 per Space.

LABORATORY

TL7

Laboratories include analytic equipment, computer workstations and equipment appropriate to the discipline they specialised for, which must be defined upon installation. Types of laboratory include those specialised for physics, chemistry, biology, psychology, structures and materials, though other types are possible.

A laboratory consumes 1 Space per Traveller using it and grants DM+1 to all Science checks related to its specialisation made within it. If this is increased to 2 Spaces per Traveller, it grants DM+2, while 3 Spaces per Traveller grants DM+3. The number of Spaces per Traveller must be defined during installation.

Laboratories cost Cr10000 per Space.

LOW BERTH

TL10

The low berth is a standard hibernation unit, usually found on spacecraft. In vehicles, they are often part of an emergency response system, where accident victims can be placed into hibernation to prevent their condition from getting worse. Each low berth can hold one Traveller.

A low berth consumes 2 Spaces and costs Cr50000.

MANIPULATOR ARM

TL5

A manipulator arms is a remote appendage, culminating in a claw or mechanical hand. Manipulator arms vary in STR and DEX, depending on their size and Tech Level.

Manipulator Arm	TL	STR	DEX	Spaces	Cost
Primitive	5	7	2	1	Cr1000
Basic	7	12	4	1	Cr2500
Improved	8	15	7	2	Cr5000
Enhanced	9	15	12	2	Cr10000
Advanced	10	15	15	2	Cr15000

OPERATING THEATRE

TL5

An operating theatre is a room or chamber equipped for use as an emergency medical clinic. Until TL7, the vehicle must remain stationary in order for the operating theatre to be used. After that, the theatre is built upon a stabilised bed that allows it to be used while the vehicle is in motion.

Item	TL	Spaces	Cost
Operating Theatre	5	4+3 per patient	Cr20000 + Cr10000 per patient
Operating Theatre	10	8+5 per patient	Cr50000 + Cr20000 per patient

REFRIGERATOR

TL5

While most Travellers will have their refrigeration needs met by an installed galley or wet bar, larger areas can be designated for refrigeration capacity.

Any amount of Space can be used for refrigeration, but 1 extra Space per 10 Spaces to be refrigerated must be dedicated to the cooling equipment. This costs Cr1500 per Space dedicated in this way.

REFUELLING PLANT

TL9

A refuelling plant is capable of turning water into hydrogen fuel, using a sun as its power source. It requires a significant amount of space, and access to both water and sun. At TL9, it requires the number of Spaces a vehicle has in hours to crack sufficient fuel to completely refuel the vehicle. At TL12 this is reduced by half.

Refuelling plants consume 4 Spaces plus 1 Space per 25 Spaces of the vehicle it is installed within, and costs Cr 15000 per Space.

STATEROOM

TL5

Similar to the stateroom on board spacecraft (though without many of the advanced facilities) or a small hotel room, a stateroom provides accommodation for one, or two if they do not mind being a little cramped. Space is provided for sleeping and storage of personal items, but a fresher is not included.

A stateroom consumes 10 Spaces and costs Cr100000.

WET BAR

TL2

This is a basic wet bar, usually species-specific and tailored to the tastes of the vehicle's owner.

A wet bar consumes no Spaces and costs Cr2000.

Power Plants

This design system does not go into specifics of power plants. However, this is information that some people like to have and it can flesh out vehicle descriptions.

From TL 3-5, engines are fossil-fuel powered steam engines, either pistons, or towards the end of the period, steam-driven turbine.

With TL 5-6, power plants are generally fossil-fuel or alcohol-powered internal combustion engines, either piston or gas turbine, though fuel cells are available towards the end of the period.

From TL 7-9, power plants are improved internal combustion engines and high-efficiency gas turbines, with fuel cells and high-density batteries coming into common use in the latter days of the time period.

AT TL 9-12, fuel cells are very common but at TL 10 they start becoming supplanted in larger vehicles by fusion power plants.

After TL 12, fusion power is ubiquitous, though ultra-dense batteries are also found in many places.

By TL 16, anti-matter is in experimental use on the largest of vehicles.

In settings where compact fusion power is not developed, fuel cells, high-density batteries and MHD turbines are the most common high-tech power plants, typically hydrogen-fuelled.

BIOTECH

THE VEHICLE HANDBOOK COLLECTION

The idea of a vehicle that can repair itself, grow its own ammunition and be powered purely by grazing organic material or gathering sunlight sounds like a dream, but this is all possible with bio-technology. These are effectively living vehicles constructed of (or grown from) organic matter and, given a suitable technological base, can rival more traditional vehicles and even exceed some of their capabilities.

USING BIO TECH

Not every universe has or should have bio-technology capable of creating vehicles, and it is up to the referee whether he allows it on the worlds he creates. Bio-technology could be widespread and an accepted part of interstellar society, or it could be a lot rarer in some regions of the galaxy, with perhaps just one race of aliens capable of using it to any great degree. However, even in a galaxy where bio-technology is largely unknown, it can often be fun to throw a vehicle created with these rules at the Travellers, perhaps as a relic from a long past age or as a creation of a minor and relatively unknown alien race.

This chapter assumes a 'typical' Traveller universe where bio-technology is fairly rare but possible.

A bio-tech vehicle under these circumstances requires a society of at least TL10. However, it will always be constructed and function as being two Tech Levels lower. So, for example, a TL10 world could create a bio-tech vehicle that would use a maximum of TL8 components.

In universes where bio-technology is commonplace and well-understood, this Tech Level restriction can be ignored.

MECHANICS VS. MEDICS

While the technology of bio-tech vehicles is fundamentally different from that of non-organic vehicles, they perform many of the same functions in similar ways and a bright mechanic can often figure out how to fix or modify a bio-tech vehicle, given sufficient time and motivation.

Any Mechanic checks made on a bio-tech vehicle suffer DM-4.

When a bio-tech vehicle needs repair or customisation, it can often be more practical to call a doctor! However, few medical schools teach their students how to perform the equivalent of an oil change on a bio-ATV.

Any Medic checks made on a bio-tech vehicle suffer DM-2.

In universes where bio-technology is commonplace and well-understood, these penalties can be ignored.

DESIGNING BIO-TECH VEHICLES

When creating bio-tech vehicles, the design checklist on page 5 is used as normal, as are the choice of chassis types and further customisations. However, the following changes are made.

Chassis Choice: Light and Heavy Grav vehicles may not be chosen. Note that helicopters are more likely to be ornithopters.

Agility: An additional +1 is applied to the Agility of bio-tech vehicles.

Cost per Space: This is doubled for bio-tech vehicles.

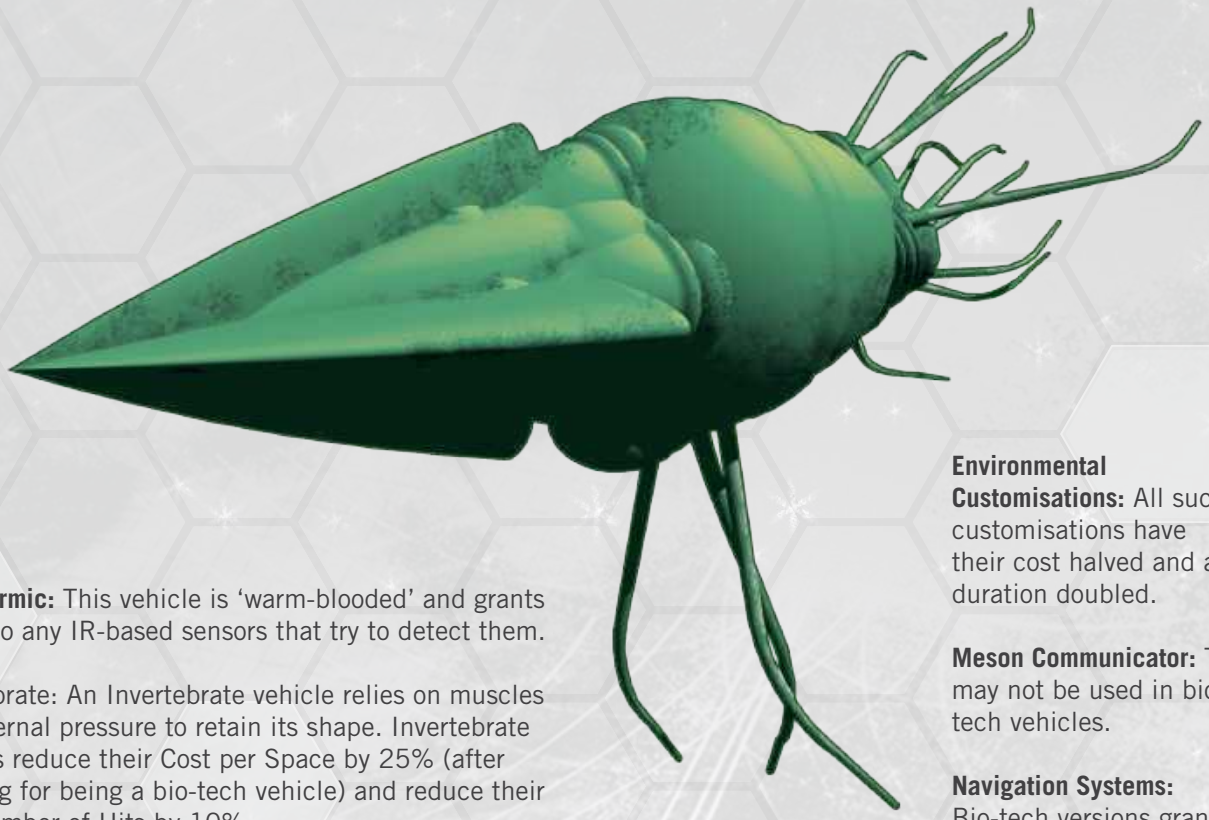
Shipping Size: Bio-tech vehicles tend to be bulkier than their non-organic counterparts. Add 10% (rounding down) to the total number of tons the vehicle requires for shipping.

Traits: Bio-tech vehicles must select either the Vertebrate or Invertebrate trait, and then either the Ectothermic or Endothermic trait.

BIO TECH TRAITS

The following traits are used for Bio-tech vehicles.

Ectothermic: This vehicle is 'cold-blooded'. It increases its Range by 25% but reduces its Speed by one Band.



Endothermic: This vehicle is 'warm-blooded' and grants DM+1 to any IR-based sensors that try to detect them.

Invertebrate: An Invertebrate vehicle relies on muscles and internal pressure to retain its shape. Invertebrate vehicles reduce their Cost per Space by 25% (after doubling for being a bio-tech vehicle) and reduce their total number of Hits by 10%.

Vertebrate: These vehicles have an internal skeletal structure which gives them strength and retains their shape. Vertebrate vehicles receive no special rules.

ARMOUR

While the armour used on bio-tech vehicles can prove to be extremely tough, it is generally not quite as capable at resisting damage as non-organic plating.

Maximum armour Protection for any bio-tech vehicle is reduced by 20%.

CUSTOMISATION

Almost all options listed in the Customisation chapter have a bio-tech equivalent and can be used as normal when designing a bio-tech vehicle. Exceptions and changes are noted here.

Auxiliary Grav Drive: This may not be used in bio-tech vehicles.

Camouflage and Stealth: Bio-tech vehicles gain an additional DM-1 to be detected by all methods except those using infrared, in which case the sensors being used receive DM+1. Note that all bio-tech vehicles have at least DM-1 to be detected (except for sensors using infrared), even if they have not taken a camouflage or stealth customisation.

Electronic Countermeasures: This may not be used in bio-tech vehicles.

Environmental Customisations: All such customisations have their cost halved and any duration doubled.

Meson Communicator: This may not be used in bio-tech vehicles.

Navigation Systems: Bio-tech versions grant an additional DM+1 to Navigation checks and have their cost halved.

Sensors: All sensors are doubled in price and have their range halved, except those used underwater. These are still doubled in price but gain DM+2 to all Electronics (sensors) checks made when using them.

Non-organic & Bio-tech Customisation: Enterprising Travellers may try to combine non-organic and bio-tech in their vehicles, either installing bio-tech components into a non-organic vehicle, or vice versa.

While this is entirely possible, it is rarely easy due to the fundamental differences between technologies.

When installing non-organic items into a bio-tech vehicle (or vice versa), quadruple all costs.

BIO-TECH WEAPONRY

While non-organic weapons can be mounted upon a bio-tech vehicle, dedicated bio-tech weapons not only have the advantage of direct compatibility, but are also either directly powered by the vehicle's own systems or actually grow their own ammunition. This means that so long as the vehicle is kept refuelled, it will never run out of ammunition.

Bio-tech weapons will regrow any expended ammunition within a day.

12/78741 ARC CANNON

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Arc Cannon	11	0.5	1DD	2	8	Cr120000	-	-	AP10

This weapon fires an extremely powerful electrical discharge that can blast apart organic matter and penetrate even hardened armour. While short-ranged, it remains extremely potent, especially when mounted on board a stealth-capable bio-tech vehicle.

12/80885 BIOLASER

This is a chemical laser weapon, using enhanced bioluminescent proteins as the lasing medium. Even the optical chambers and mirrors are bio-tech in origin, and the biolaser is at least as capable as its non-organic equivalents. Truly massive versions of the biolaser are possible, though they require over-sized bio-tech vehicles to house them

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Biolaser	14	3	1DD	2	8	MCr1.2	-	-	AP10
Biolaser	14	10	2DD	8	32	MCr12	-	-	AP25

12/83963 BOMBARDIER CANNON

Effectively a bio-tech based mortar, the bombardier cannon uses two volatile chemicals to launch a highly explosive payload through the air.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Bombardier Cannon	10	5	8D	2.5	10	Cr60000	30	-	Artillery, Blast 10

12/86432 FLAME SPITTER

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Flame Spitter	10	0.5	3D+3	3	12	Cr20000	-	-	Blast 8, Fire

This weapon launches balls of incendiary material that ignite on contact with an oxygen atmosphere. It is effective against light vehicles and infantry, though armoured vehicles have little to fear.

12/86432 SCYTHING CLAW

This weapon takes the form of a massive claw that, by virtue of mass and power, is capable of ripping through the thickest armour with ease. Soldiers have reported vehicles armed with scything claws being able to peel grav tanks apart as if they were tin cans. While it is obviously limited in range, a bio-tech vehicle armed with these claws is a vicious weapon in urban environments or close assaults.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Scything Claw	10	0	1DD	6	24	Cr280000	-	-	AP25

12/78741 SONIC SCREAMER

Using sonic waves to inflict damage, the screamer is designed for use against Travellers and other bio-tech vehicles. While devastating against these ‘soft’ targets, the sonic screamer halves all damage against non-organic targets.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Sonic Screamer	11	1	8D	3.5	14	Cr150000	-	-	Blast 12

12/80885 SPORE MORTAR

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Spore Mortar	12	4	5D	2	8	Cr25000	7	-	Blast 8

This squat weapon throws large spores across large distances, where they explode and release deadly spores into the air that quickly infect any organic life forms close by, effectively eating away their flesh in seconds. The spore mortar has no effect on vehicles or Travellers in sealed suits.

12/83963 SWARM CANNON

The swarm cannon grows tiny insects with metallic shells at a hugely increased rate, and then propels them with great speed and in large numbers towards a target. This swarm has the ability to correct its flight, and so all attacks with a swarm cannon gain DM+2 to their attack rolls.

Weapon	TL	Range	Damage	Tons	Spaces	Cost	Magazine	Magazine Cost	Traits
Swarm Cannon	12	1	7D	1	4	Cr60000	30	-	Artillery, Blast 10

Repairs

A damaged bio-tech vehicle can be repaired, though the different technologies involved can make this an expensive process. Double the time and cost to repair a bio-tech vehicle.

However, bio-tech vehicles have the advantage that they are capable of re-growing damaged areas and can effectively repairs themselves, given time.

A bio-tech vehicle that has at least 1 Hit remaining will ‘regenerate’ 10 Hits and remove one critical hit per day. This takes place on top of any other repairs made by the vehicle’s crew.

C H A P T E R - E I G H T

DRONES

A drone is any vehicle that has no Traveller as a pilot or driver. Drones can be exceptionally versatile, and are usually built either to save space that would otherwise be required for a crew, or because the vehicle is intended for duties in hazardous areas, such as battlefields or hostile environments.

Drones start off as being remotely controlled, usually through radio transmissions sent from a control system, but as they become more advanced, drones become more autonomous. As technologically races ahead, drones first become capable of interpreting and following instructions from their controller (such as finding the best route from point A to point B without constant attention from its controller) but quickly become increasingly sophisticated that they can act fully autonomously. At this point, drones are effectively intelligent robots, albeit ones built within the chassis or hull of a vehicle.

BUILDING A DRONE

At its heart, a drone is simply a vehicle that has no crew, using a drone 'brain' instead. Note that this does not mean it cannot carry passengers, just that no on-board control is necessary.

To create a drone, follow all the normal vehicle design rules, as detailed on page 5. When you come to Step 5 on the Design Checklist, you can add passengers as normal but, instead of crew, use one of the control systems presented in this chapter.

Remote Controllers

A remote control system requires three components – a 'base station' that includes a communication system through which a Traveller can control the drone, a communications system built into the drone so it can receive the command signals, and an actuation system on board the drone to make actual inputs to its controls (such as steering the wheels in a car).

ROBOT OR DRONE?

The Central Supply Catalogue provides rules for creating robots in Traveller, and referees may find themselves questioning when they should be using robots and when they should be using drones to create new encounters in their games.

This can be treated as a question of taste and what a referee is actually looking for. The robot creation rules are more like guidelines and allow for a huge variety in the type of robot possible. The drones created in this chapter are, in effect, vehicles with a robot brain and have a much more tightly defined design system that easily translates between vehicles and spacecraft.

In general, robots are intended to be close to human-sized or smaller, with a wide range of functions possible. Drones are, generally speaking, larger and (usually) faster, requiring vehicle Speed Bands and damage to properly reflect their capabilities.

However, referees should (as always) handle things as they see fit and with what makes them comfortable. There is no reason a small walker could not be given a drone brain and perform as a humanoid robot, just as a robot using the Central Supply Catalogue rules could not be given a large number of Hits and the Large trait to reflect something massive.

The choice is yours!

Base Station

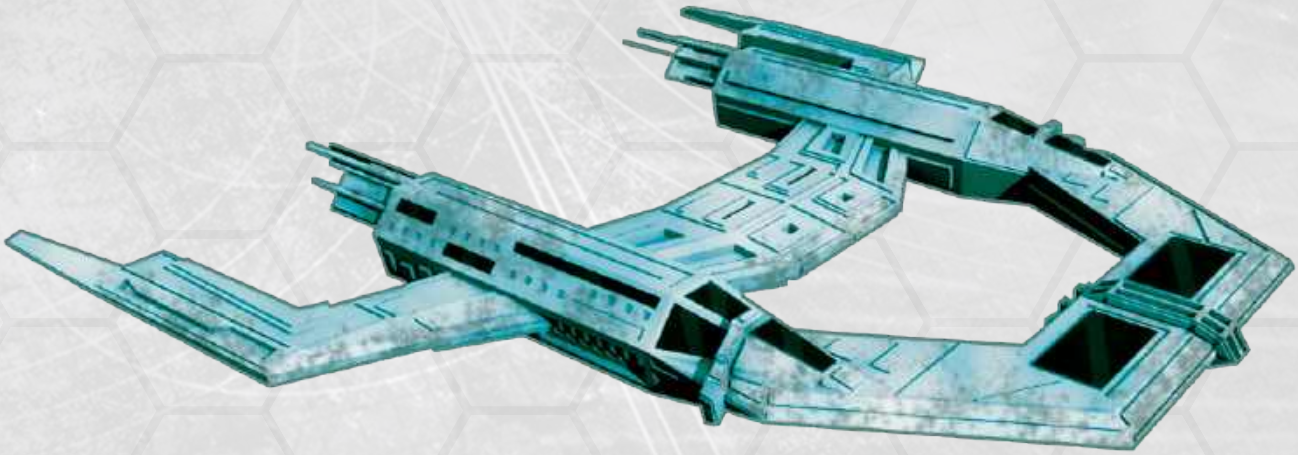
Every base station requires a communications system at its heart, and this can be as simple as the transceivers found on page 103 of the Traveller Core Rulebook. Most base stations will employ radio, though there is no reason laser transceivers or other, similar, equipment cannot be used instead (bearing in mind that while a laser transceiver will not be susceptible to jamming or interception, the drone will only receive signals while it is in line of sight of the base station). Also be aware that the communications system used in the base station will define the maximum range at which the drone can receive commands.

The only requirement of the communications system is that it is of at least the same Tech Level as the drone itself.

Once a communications system has been installed, a Traveller will need an interface to accept his commands and send them via the communications system to the drone. These are listed on the Control Interfaces table. The Control DM is the DM applied to any Electronics (remote ops) checks made to control the drone through the interface.

Control Interfaces

Interface	TL	Mass	Control DM	Cost
Primitive	5	5	-4	Cr1000
Basic	7	1	-2	Cr2000
Improved	9	0.5	+0	Cr10000
Advanced	11	0.5	+1	Cr50000



Instead of using a dedicated interface, any computer with a communications capability can be used to control a drone of the same Tech Level or lower. Note that even the TL8 mobile comm on page 103 of the Traveller Core Rulebook can qualify as a control interface for a drone and, once linked to a planet-wide communications network, can theoretically pilot the drone anywhere on that world.

Computers act as Basic control interfaces.

Receiver

In order to receive signals from the control interface, the drone will need a communications system of its own, chosen from those detailed on page 51. Note that any telemetry (whereby the base station can receive signals from the drone, such as video feeds or performance data) will have a range limited by the communications of the drone not the base station. It is perfectly possible for the drone to be within range of control but be out of range to send any information back.

Actuation System

An actuation system simply requires a direct link from the drone's 'brain' to the physical controls of the vehicle. This is usually accomplished through the use of servos and remote linkages, though more advanced systems may replace any physical movement required with form-fitting muscle-like fibre structures.

The actuation system will consume 1 Space for every full 20 Spaces present within the vehicle (so a vehicle of less than 20 Spaces need not dedicate any room to an actuation system), at a cost of Cr1000 per Space used (to a minimum of Cr1000).

Additional Systems

Note that it is perfectly possible for drones to receive all the customisation options that other vehicles have, such as advanced control systems and autopilots (the latter allowing the drone to travel from point to point without requiring constant attention from the Traveller controlling it).

Robot Brains

Advanced drones can be equipped with robot brains, removing the requirement for a controller. When these drones first appear in technological societies, controllers are usually present to supersede decisions the drone makes (especially on military drones equipped with weapons). However, as trust grows in the technology, these drones become increasingly autonomous, making all decisions by themselves once given a task to perform.

A drone with a robot brain can have a remote control system installed but this is not required. They are normally equipped with communications systems so commands can be uploaded during a mission but, again, this is not required if all parameters of their task are pre-programmed by physically accessing the drone before deployment. Obviously, a drone without a communications system cannot be re-programmed after it is launched, which may cause problems if the Travellers suddenly realise it is has been tasked to wipe out the wrong target…

To create this kind of fully autonomous drone, a vehicle simply needs a robot brain installed. The Robot Brains table lists options based on Tech Level. Robot brains consume no Spaces and make any necessary skill checks (such as Drive, Flyer, Heavy Weapons, Recon, etc) at the level shown.

Robots Brains

Robot Brain	TL	Skill Level	Cost
Basic	8	-1	Cr20000
Advanced	10	0	Cr100000
Very Advanced	12	1	MCr0.5
Self-aware	15	2	MCr1

Basic: The drone has extremely limited intelligence and focusses purely on its (very precisely) pre-programmed mission. It can avoid obstacles and obvious hazards, but has little ability to otherwise interact with its environment.

Advanced: The drone has some fair degree of intelligence and can interact with its environment in a way that almost appears sentient. However, the drone will tend to be very literal in its interpretation of its pre-programmed mission and when confronted with an unexpected or unfamiliar situation, may become confused to the point of inaction.

Very Advanced: This drone is highly intelligent. It is fully capable of communicating with Travellers in a reasoned, logical manner and its responses will suggest it is fully conscious. When confronted with unfamiliar situations that lie beyond the scope of its mission, the robot will be able to reason its way through problems, likely faster than a Traveller.

Self-aware: While not a true artificial intelligence, this drone can make a very good impersonation of it. It can be given very general parameters for any mission and be able to define its own parameters based on experience and what it believes its owners require.

The Travellers Aid Society presents

JAYNE'S GUIDE

TO VEHICLES OF CHARTED SPACE

TL1-3

GALLEON

TL	3
SKILL	SEAFARER (SAIL)
AGILITY	-1
SPEED (CRUISE)	IDLE (STOPPED)
RANGE (CRUISE)	-
CREW	425
PASSENGERS	-
CARGO	32 TONS
HULL	800
SHIPPING	200 TONS
COST	CR340000

ARMOUR

FRONT	6
REAR	6
SIDES	6

EQUIPMENT AND WEAPONS

Bunks x 10, Crane (Light)

Fixed Mount (Black Powder Cannon, left side) x 35,
Fixed Mount (Black Powder Cannon, right side) x 35

TRAITS

None

DESCRIPTION

A true ship-of-the-line, the galleon is one of the first dedicated warships to appear in the navies of ocean worlds. Galleons can follow many different designs, but they are typically multi-sailed, multi-decked vessels with heavy broadsides of cannon mounted to provide a veritable wall of fire. Given the wooden construction and weak armour of galleons, a single volley can be enough to end a battle. Despite its firepower, the galleon also has a respectable cargo hold, though this is often filled with supplies and ammunition for extended voyages.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Black Powder Cannon	0.5	7D	10	Cr500	-	-

PERSONAL LAND YACHT

ARMOUR

FRONT	1
REAR	1
SIDES	1

TL	3
SKILL	DRIVE (WHEEL)
AGILITY	-1
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	-
CREW	1
PASSENGERS	1
CARGO	-
HULL	2
SHIPPING	1 TON
COST	CR600

TRAITS

None

EQUIPMENT AND WEAPONS

Wind-powered

No weapon

DESCRIPTION

This wind-powered vehicle is used on worlds with typically flat terrain and reliable winds. It is capable of traversing great distances with favourable winds but while a passenger can be carried, its cargo capacity while doing so is non-existent.

RAIDER'S LAND YACHT

TL	3
SKILL	DRIVE (WHEEL)
AGILITY	-1
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	-
CREW	1
PASSENGERS	1
CARGO	-
HULL	10
SHIPPING	5 TONS
COST	CR4000

ARMOUR

FRONT	1
REAR	1
SIDES	1

EQUIPMENT AND WEAPONS

Wind-powered

Pintle Mount (bolt thrower, front)

TRAITS

None

DESCRIPTION

A much larger version of the personal land yacht, this vehicle sports multiple sails, a full crew, and weapons. Raider's land yachts are often found in the keeping of plains nomads, using them to constantly keep on the move while striking at small settlements and farms for food and supplies.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Bolt Thrower	0.2	4D	1	Cr25	AP 5	-

SLOOP

ARMOUR

FRONT	4
REAR	4
SIDES	4

TL	3
SKILL	SEAFARER (SAIL)
AGILITY	-1
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	-
CREW	70
PASSENGERS	5
CARGO	4
HULL	144
SHIPPING	36 TONS
COST	CR65000

TRAITS

None

EQUIPMENT AND WEAPONS

Crane (light)

Fixed Mount (Black Powder Cannon, left) x 7
Fixed Mount (Black Powder Cannon, right) x 7

DESCRIPTION

Typically sporting a single mast (some rare boats may feature two), the sloop was designed as a utilitarian vessel – cheap, easy to build, and capable of a wide range of seagoing functions from fishing to mercantile activities. However, those seeking to prey upon merchants quickly saw a sloop made for a fine pirating vessel when armed. Fast, manoeuvrable and with a shallow hull that let it sail up rivers or ride right over shoals, a good pirate can make a powerful name for themselves in this boat.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Black Powder Cannon	0.5	7D	1	Cr50	-	-

TL4-5

HARGRAVE H-6 SUBMERSIBLE BOAT

TL	5
SKILL	SEAFARER (SUBMARINE)
AGILITY	-4
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	1000 (1500)
CREW	6
PASSENGERS	6
CARGO	8 TONS
HULL	126
SHIPPING	28 TONS
COST	CR483000

ARMOUR

FRONT	6
REAR	6
SIDES	6

EQUIPMENT AND WEAPONS

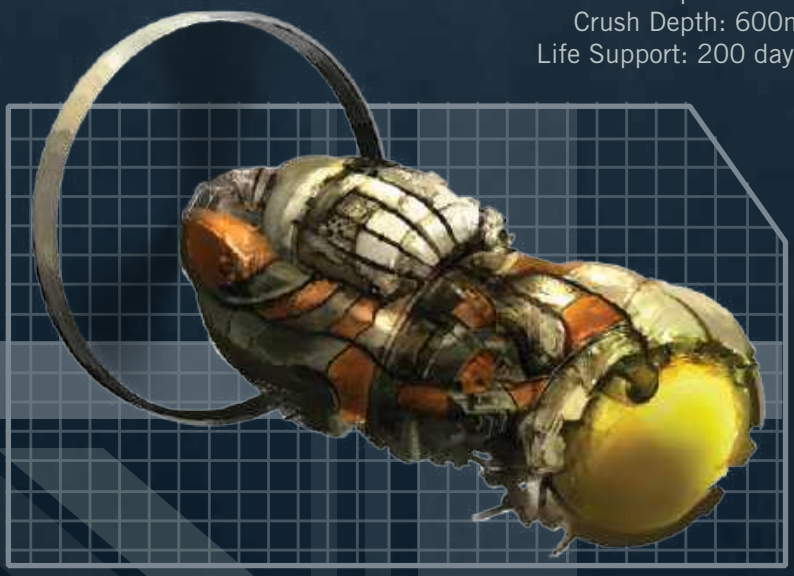
Bunks x 4

No weapon

TRAITS

None

Safe Depth: 200m
Crush Depth: 600m
Life Support: 200 days



DESCRIPTION

The H-6 is a small undersea boat capable of rudimentary underwater cruising sufficient to provide transport across otherwise unnavigable seas. When submerged, only basic compass systems provide navigation, so most cruising is done on the surface. The H-6 has a decent cargo capacity for its size, and can handle passengers as well for short journeys, but it is extremely cramped with few amenities. It is not armed as standard, but machineguns can be mounted on the deck for defence against piracy.

LIBERTY-CLASS IRONCLAD

TL	4
SKILL	SEAFARER (OCEAN SHIP)
AGILITY	-6
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	500 (750)
CREW	60
PASSENGERS	-
CARGO	3 TONS
HULL	400
SHIPPING	50 TONS
COST	CR666000

ARMOUR

FRONT	10
REAR	10
SIDES	10

TRAITS

None

EQUIPMENT AND WEAPONS

Bunks x 10, Smoke Discharger

Fixed Mount (black powder cannon, left side) x 4
Fixed Mount (black powder cannon, right side) x 4

DESCRIPTION

Sitting low in the water, due to its immense weight of armour, the *Liberty*-class can, in theory, sail the oceans but is much more comfortable (and safe) on rivers as it has a tendency to be swamped by any wave. The *Liberty* is intended to bombard shore-based targets as much as engage other ironclads and serves as a superb blockading vessel, its sheer size making it a stable platform for its weapons.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Black Powder Cannon	0.5	7D	10	Cr500	-	-

STEAM CAR

TL	4
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	75 (110)
CREW	1
PASSENGERS	1
CARGO	0.25 TONS
HULL	6
SHIPPING	1.5 TONS
COST	CR2025

ARMOUR

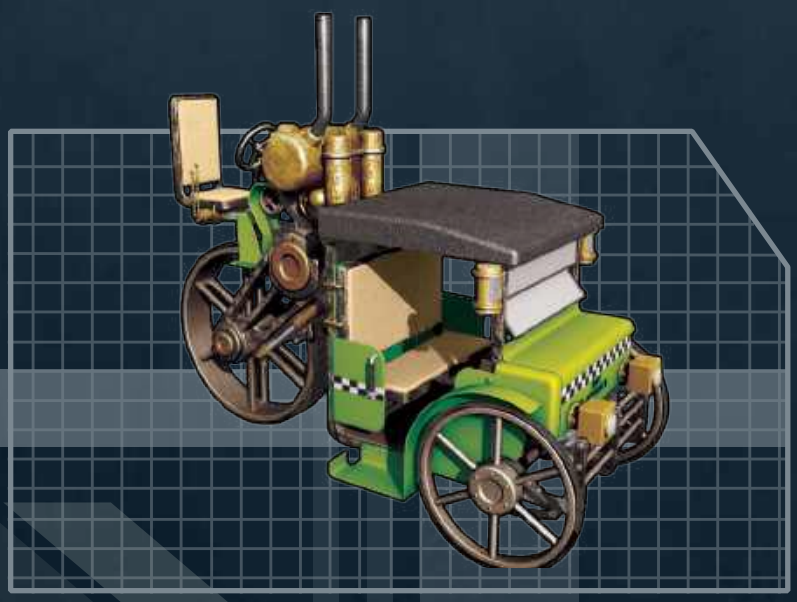
FRONT	1
REAR	1
SIDES	1

EQUIPMENT AND WEAPONS

None

TRAITS

None



DESCRIPTION

Coal- and wood-burning steam-powered vehicles are common on low Tech Level industrial worlds where the internal combustion engine has yet to appear or be perfected. These cars provide transportation at greater speed than animal-drawn vehicles and, when they first appear, are something of a status symbol.

TERROR-ROC PATROL FIGHTER

ARMOUR

FRONT	6
REAR	2
SIDES	4

TL	4
SKILL	FLYER (WING)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	300 (450)
CREW	2
PASSENGERS	-
CARGO	-
HULL	3
SHIPPING	3 TONS
COST	CR100000

TRAITS

None

Autopilot (skill level)	-
Communications (range)	-
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Camouflage (basic)

Fixed Mount (early machineguns x 2, front)
Pintle Mount (early machinegun, rear)

DESCRIPTION

As militaries progress sufficiently in technology to take advantage of airpower, a wide range of warplanes begin to appear. Most common are patrol or scout aircraft, the forerunners of true fighters. Initially intended to provide aerial reconnaissance, clashes between such aircraft become common as the sky becomes busier, and aircraft are developed to destroy one another. While they can appear (and, indeed, are) very flimsy to more advanced pilots, patrol fighters are the height of technology for the skies they fly in.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Early Machinegun	0.4	3D+3	50	Cr100	Auto 3	-
Early Machinegun	0.4	3D	50	Cr100	Auto 3	-

VANGUARD AIR SUPERIORITY FIGHTER

TL	5
SKILL	FLYER (WING)
AGILITY	+1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	750 (1125)
CREW	1
PASSENGERS	-
CARGO	-
HULL	5
SHIPPING	5 TONS
COST	CR376000

ARMOUR

FRONT	9
REAR	9
SIDES	9

EQUIPMENT AND WEAPONS

Camouflage (basic)
Communication System (basic)
Navigation System (basic)

Fixed Mount (light autocannon x 2, front)
Fixed Mount (heavy machineguns x 4, front)

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

TRAITS

None

DESCRIPTION

Light and agile, the Vanguard was designed with a single purpose – to shoot down enemy aircraft as quickly as possible, then engage the next target. Squadrons of these fighters can provide an effective aerial shield for an entire nation or, alternatively, ensure ground forces are safe from attack. If the Vanguard is intended to be stored on a ship (be it sea or spacefaring), folding wings can be selected for an additional Cr30000, reducing the Shipping Size to 4 tons.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	-
Heavy Machinegun	1	4D	600	Cr400	Auto 3	-

TL6-7

BEHEMOTH TRANSPORT HELICOPTER

ARMOUR

FRONT	2
REAR	2
SIDES	2

TL	7
SKILL	FLYER (ROTOR)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	1500 (2250)
CREW	2
PASSENGERS	-
CARGO	29.5 TONS
HULL	75
SHIPPING	75 TONS
COST	MCR3.76

TRAITS

None

Autopilot (skill level)	1
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Autopilot (improved), Communication System (basic, increased range), Fire Extinguishers, Navigation System (basic), Sensor System (basic)

No weapon

DESCRIPTION

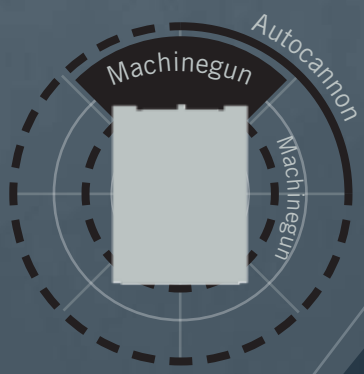
Massive, as far as helicopters go, the Behemoth has two rotors which together provide enough lift to carry large cargoes quickly and safely. Being able to land and take-off vertically, the Behemoth can access hard to reach areas long before grav technology makes these machines redundant, and its large fuel tanks means it has good range for a helicopter, despite its size. Rarely, the fuselage is reshaped and floatation devices are added for a cost of MCr0.75. This expensive conversion allows the Behemoth to land on water but reduces its Speed by one band.

COUGAR BATTLE TANK

TL	6
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	225 (337)
CREW	3
PASSENGERS	-
CARGO	-
HULL	90
SHIPPING	15 TONS
COST	CR640000

ARMOUR

FRONT	70
REAR	40
SIDES	65



EQUIPMENT AND WEAPONS

Bunk, Camouflage (improved), Communication System (basic), Fire Extinguishers, Smoke Discharger

Large Turret (heavy autocannon, basic fire control), Small Turret (machinegun), Pintle Mount (machinegun, front)

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

AFV, Tracked

DESCRIPTION

Though rooted firmly in the combustion era of technology, the Cougar remains a solid (and cheap) choice for many mercenary forces. While lacking the capabilities of more advanced battle tanks, and being painfully slow, it is still a terrible obstacle for most infantry and can easily deal with armoured vehicles of similar Tech Levels. The small calibre of it weapons allows it to carry enough ammunition to stay in the field without the need for rearming for extended periods, though its fuel tanks curb the distance it can move without refuelling.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Autocannon	1	1DD	100	Cr2000	Auto 3	+1
Machinegun	0.5	3D	300	Cr500	Auto 4	-

DIRIGIBLE

TL	6
SKILL	FLYER (AIRSHIP)
AGILITY	-3
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	6000 (9000)
CREW	2
PASSENGERS	12
CARGO	1 TON
HULL	40
SHIPPING	20 TONS
COST	CR67500

ARMOUR

FRONT	2
REAR	2
SIDES	2

TRAITS

None

Autopilot (skill level)	0
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

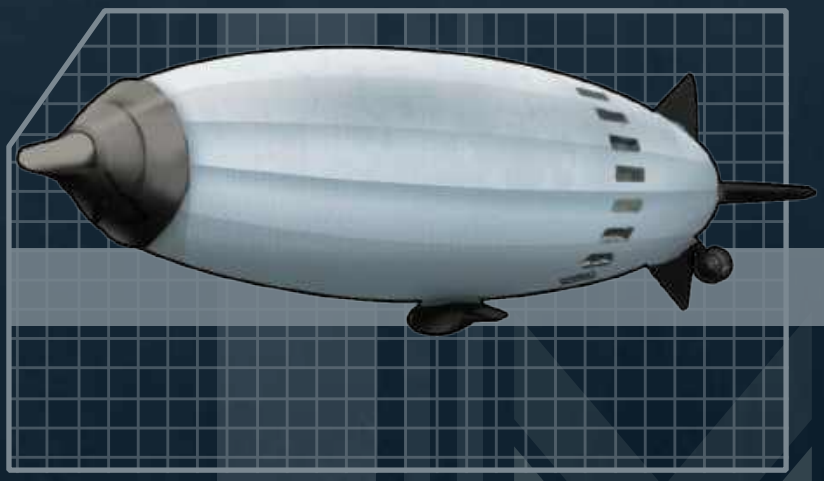
EQUIPMENT AND WEAPONS

Autopilot (basic), Communication System (basic, increased range), Fresher, Wet bar, Navigation System (basic)

No weapon

DESCRIPTION

Utilising a semi-rigid gas-filled structure, dirigibles provide relatively cheap and efficient (though slow) air travel, along with the capability to land in rough and unprepared areas. However, they are affected a lot more by serious weather conditions than fixed-winged aircraft and so tend to be found working only as pleasure craft or within atmospheres that prohibit the easy use of other craft.reduces its Speed by one band.



DUNE BUGGY

TL	6
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	200 (300)
CREW	1
PASSENGERS	1
CARGO	-
HULL	4
SHIPPING	2 TONS
COST	CR1900

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT AND WEAPONS

Communication System (improved)
Entertainment System

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

Off-roader

DESCRIPTION

Small and agile (and it will seem fast if you are a passenger), the dune buggy is a two-person, quad-wheeled vehicle designed to traverse rough terrain at a rapid rate. Though primarily a recreational vehicle, the dune buggy also serves as a favourite of explorers and adventurers on worlds that have few stable roads.

GECKO ALL-TERRAIN ASSAULT VEHICLE

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	300 (450)
CREW	2
PASSENGERS	3
CARGO	-
HULL	18
SHIPPING	4.5 TONS
COST	CR42450

ARMOUR

FRONT	12
REAR	12
SIDES	12

TRAITS

ATV

Autopilot (skill level)	0
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Camouflage (improved), Communications System (basic, increased range)

Pintle Mount (light autocannon x 2, front, gun shield)

DESCRIPTION

Designed to transport a fire team or VIP through a war zone, the Gecko can handle a wide variety of terrain at some speed and, despite being only semi-enclosed, its armour is sufficient to resist small arms fire of an equivalent Tech Level. It also sports a powerful punch, with twin-linked autocannon mounted on the roof.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D+6	500	Cr1000	Auto 3	-

GVR MINICOIN

TL	6
SKILL	FLYER (WING)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	675 (1010)
CREW	1
PASSENGERS	1
CARGO	-
HULL	4
SHIPPING	4 TONS
COST	CR149000

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT AND WEAPONS

Camouflage (improved), Communication System (basic), Navigation System (basic), STOL

Fixed Mount (heavy machinegun, front)
Fixed Mount (heavy machinegun, front)
Hardpoint (2 spaces), Hardpoint (2 spaces)

TRAITS

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

None

DESCRIPTION

The original MINICOIN (Mini-Counter Insurgency) aircraft were converted light trainers, but price and utility for those who cannot afford better have made them invaluable to forces who would otherwise have no air force. Slow speed and the ability to fly very close to the ground makes this aircraft difficult to intercept with regular air superiority assets, while it retains just enough speed to take stationary targets by surprise.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Machinegun	1	4D	200	Cr400	Auto 3	-

HERKUL HEAVY UTILITY VEHICLE

TL	7
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	200 (300)
CREW	1
PASSENGERS	2
CARGO	-
HULL	36
SHIPPING	6 TONS
COST	CR68000

ARMOUR

FRONT	6
REAR	6
SIDES	6

TRAITS

Tracked

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Communications System (basic),
Crane (heavy),
Entertainment System

No weapon

DESCRIPTION

Vehicles like the Herkul are a common sight among many far-flung colony worlds. Rugged and designed with the frontier in mind, the Herkul is deliberately designed with low tech construction and maintenance, allowing colonies to build their own without requiring constant resupply from industrial worlds. The Herkul is primarily intended as a farming and construction machine, but is versatile enough to be pressed into many different roles – many a colony girl has been carried to her wedding on the back of one. A vacuum protected version, complete with short term life support, can be purchased for an additional Cr130000.

HUMPHEAD ARMOURED PERSONNEL CARRIER

TL	6
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	225 (335)
CREW	1
PASSENGERS	11
CARGO	0.5 TON
HULL	90
SHIPPING	50 TONS
COST	CR720000

ARMOUR

FRONT	28
REAR	18
SIDES	25

EQUIPMENT AND WEAPONS

Aquatic Drive, Camouflage (improved), Communications System (basic), Gun Ports x 3 (left), Gun Ports x 3 (right), Smoke Discharger

No weapon

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TRAITS

AFV, Tracked

DESCRIPTION

The foundation of mechanised forces, armoured personnel carriers are designed to take infantry into battle in relative safety. While they are considered 'soft' as armoured vehicles go, and cannot withstand the attention of dedicated anti-tank weaponry, their hulls are proof against most small arms fire, allowing the squad inside to deploy close to the front line. Though it is not armed, the Humphead is tough and capable of traversing rivers and lakes.

HYDROFOIL

TL	7
SKILL	SEAFARER (OCEAN SHIP)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	200 (300)
CREW	2
PASSENGERS	20
CARGO	0.5 TON
HULL	60
SHIPPING	15 TONS
COST	CR195000

ARMOUR

FRONT	2
REAR	2
SIDES	2

TRAITS

None

Autopilot (skill level)	1
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Autopilot (improved), Communication System (basic), Crane (light), Fire Extinguishers, Fresher x 2, Mini-Galley, Navigation System (basic)

No weapon

DESCRIPTION

Intended as a short-ranged ferry, this hydrofoil is capable of transporting passengers or cargo at faster speeds than conventional boats. Fitted with foils below the waterline, the hydrofoil raises its hull out of the water when going at speed, greatly reducing drag and enabling it to go even faster. The passenger area can be converted to carry cargo, increasing the hydrofoil's capacity to 5.5 tons.

IMPALA SCOUT HELICOPTER

TL	7
SKILL	FLYER (ROTOR)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	750 (1225)
CREW	2
PASSENGERS	-
CARGO	-
HULL	3
SHIPPING	6 TONS
COST	CR243000

ARMOUR

FRONT	8
REAR	8
SIDES	8

EQUIPMENT AND WEAPONS

Camouflage (improved), Communications System (basic, encrypted, increased range), Control System (improved), Decoy Dispenser, ECM (basic), Navigation System (basic), Sensor System (improved, hardened, increased fidelity, increased range, sensor mast)

Fixed Mount (heavy machinegun x 2, basic fire control)

TRAITS

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

None

DESCRIPTION

The Impala is designed to operate in the forward edge of battle area while avoiding direct confrontation with the enemy. Instead, it uses its advanced sensor systems to detect adversaries and pass on their positions to front line units to be destroyed. In this fashion, it is very much a force multiplier, making armoured vehicles and aircraft more effective.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Machinegun	1	4D+4	100	Cr400	Auto 3	+1

PARTHIAN WHEELED SCOUT

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	300 (450)
CREW	2
PASSENGERS	-
CARGO	-
HULL	24
SHIPPING	6 TONS
COST	CR150000

ARMOUR

FRONT	19
REAR	12
SIDES	17

TRAITS

Off-roader

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Camouflage (improved), Communication System (basic, increased range), Control System (improved), Fire Extinguisher, Navigation System (basic), Sensor System (improved, sensor mast), Smoke Discharger

Large Turret (medium autocannon, basic fire control)
Small Turret (machinegun)

DESCRIPTION

The Parthian is a handy wheeled armoured vehicle which combines good cross-county mobility across most terrain with respectable firepower and decent protection. Its excellent sensor suite further suits it to light-wheeled reconnaissance and patrol missions. It is readily available, and in service with numerous colonial armed forces and militias. The chassis is a rugged little workhorse and has been the subject of numerous modifications, both by the manufacturer and colonies themselves as it requires very little in the way of high technology to support.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Medium Autoicannon	1	8D	100	Cr1500	Auto 3	-
Machinegun	0.5	3D	300	Cr500	Auto 4	-

POWER BOAT

TL	7
SKILL	SEAFARER (OCEAN SHIP)
AGILITY	-1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	300 (450)
CREW	1
PASSENGERS	3
CARGO	0.1 TON
HULL	10
SHIPPING	2.5 TONS
COST	CR40000

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT AND WEAPONS

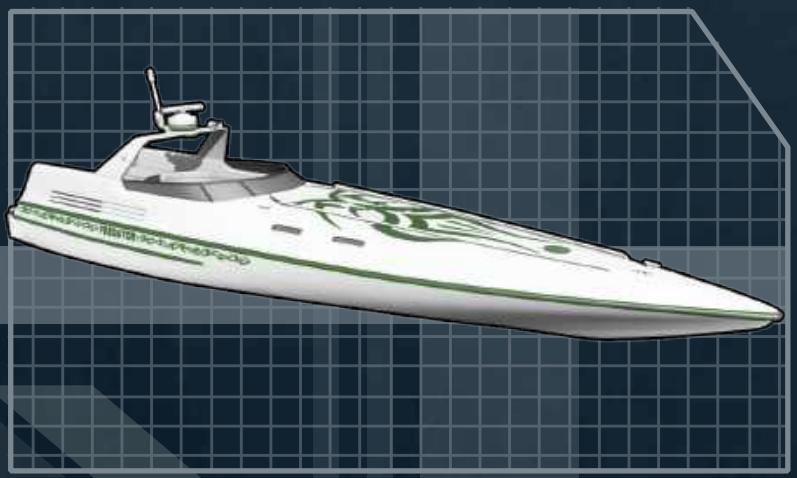
Autopilot (basic),
Communication System (basic),
Control System (improved)
Entertainment System (Cr10000)
Fire Extinguishers
Navigation System (basic)

No weapon

Autopilot (skill level)	0
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

None



DESCRIPTION

Small, lightweight and, on many worlds, a status symbol among the affluent, power boats are intended to take their occupants across calm waters at great speed. In the right hands, power boats are capable of handling relatively rough seas but any dignity among passengers will likely be lost. Beyond the ownership of the rich and the powerful, power boats have many utilitarian uses, from covert insertions and smuggling to rescue operations.

TERMITE EXCAVATING TUNNELLER

ARMOUR

FRONT	16
REAR	8
SIDES	12

TL	7
SKILL	DRIVE (MOLE)
AGILITY	-2
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	200 (300)
CREW	2
PASSENGERS	-
CARGO	4 TONS
HULL	60
SHIPPING	10 TONS
COST	CR760000

TRAITS

Tracked

Autopilot (skill level)	-
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Communication System (basic),
Life Support (short term),
Navigation System (basic),
Sensor System (basic)

No weapon

DESCRIPTION

The Termite Excavating Tjnneller (TET) is used on lower tech worlds to aid in mining operations and the creation of subterranean settlements. The drilling mechanism mounted on its nose can be pivoted (albeit very slowly while working underground) up to 30 degrees in any direction, allowing complex tunnels to be created, given sufficient time and skill. The large cargo capacity of the Termite allows it to double as a transport vehicle capable of reaching the deepest locations in a planet's crust.

TL8-9

ACHILLES-CLASS FRIGATE

TL	9
SKILL	SEAFARER (OCEAN SHIP)
AGILITY	-5
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	8000 (12000)
CREW	60
PASSENGERS	-
CARGO	88 TONS
HULL	14000
SHIPPING	1750 TONS
COST	MCR26.28

Autopilot (skill level)	1
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+3/+3
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (heavy laser cannon x 2, improved fire control) x 3
Fixed Mount (long range anti-air missile, top, improved fire control)
Fixed Mount (torpedo, left side, improved fire control)
Fixed Mount (torpedo, right side, improved fire control)

ARMOUR

FRONT	10
REAR	10
SIDES	10

EQUIPMENT

Anti-Missile System (minigun), Autopilot (improved), Bunks x 80, Camouflage (improved), Command Centre (seats 10), Communications System (improved, encrypted, increased range, satellite uplink, tightbeam), Computer/1, Control System (improved), Crane (heavy), Decoy Dispenser, ECM (improved), Fire Extinguishers, Freshers x 10, Galley (seats 30), Internal Bay (10 tons) x 6, Navigation System (improved), Operating Theatre, Prismatic Aerosol Discharger, Sensor System (improved, hardened, increased fidelity x 2, increased range x 2), Sensor System (improved, hardened, increased fidelity x 2, increased range x 2, underwater), Smoke Discharger, Stateroom x 12

TRAITS

None

DESCRIPTION

For many Tech Levels the main workhorse of any fluid ocean navy, the Achilles-class is perhaps the ultimate expression of a frigate before grav technology truly outmodes them. Despite their relatively small size frigates are both fast and extremely well-armed, able to threaten vessels much larger than themselves, while still capable of engaging in a wide variety of roles such as search and rescue, anti-submarine patrols and fleet air defence.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Laser Cannon	25	2DD+2	-	-	AP20	+2
Long Range Anti-air Missile	40	8D	15	Cr330000	One Use, Smart	+2
Torpedo	50	5DD	5	Cr60000	One Use, Smart	+2
Minigun	0.5	2D	600	Cr1000	Auto 6	-

ACV-3 MARTINIQUE IFV

TL	9
SKILL	DRIVE (HOVERCRAFT)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	250 (375)
CREW	2
PASSENGERS	8
CARGO	-
HULL	9
SHIPPING	9 TONS
COST	CR946000

ARMOUR

FRONT	70
REAR	40
SIDES	65

TRAITS

AFV

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Auxiliary Thrusters (10 metres), Camouflage (improved), Communication System (improved, encrypted), Fire Extinguishers, Navigation System (improved), Sensor System (improved)

Small Turret (light autocannon, anti-tank missile, basic fire control)

DESCRIPTION

The AVCI-3 (commonly called the Martinique) is a typical air-cushioned Infantry Fighting Vehicle encountered on many frontier worlds, either in the hands of colony militaries or mercenary forces. Its basic design has been copied, and twins and near-twins of the Martinique are in service with many forces. The Martinique, like many military air cushion vehicles, is capable of short hops using high performance vectored thrusters, giving the vehicle a limited jump-jet capability that enables it to negotiate cliffs and similar obstructions.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	-
Anti-tank Missile	6	8D	1	Cr18000	AP 30, One Use, Smart	-

AIGLE AERIAL SCOUT/ATTACK UAV

TL	9
SKILL	FLYER (WING)
AGILITY	+1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	2400 (3600)
CREW	-
PASSENGERS	-
CARGO	-
HULL	3
SHIPPING	3 TONS
COST	CR221000

ARMOUR

FRONT	10
REAR	10
SIDES	10

EQUIPMENT AND WEAPONS

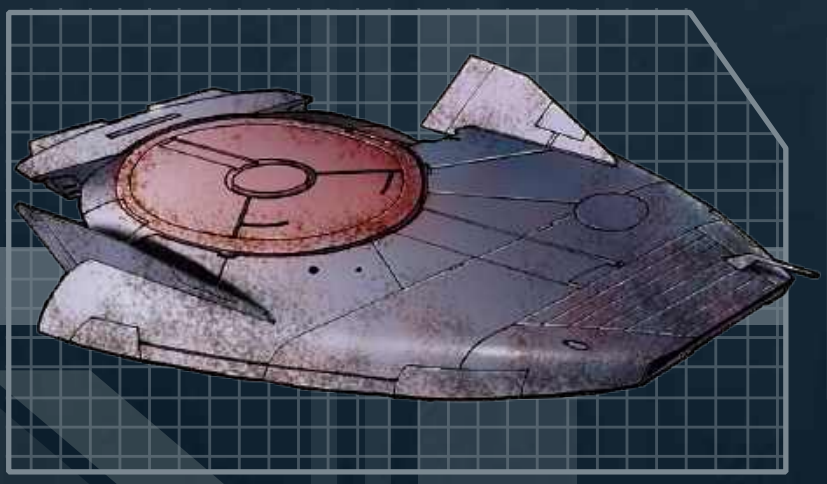
Actuation System, Autopilot (enhanced), Camouflage (improved), Communication System (improved, increased range, satellite uplink), Navigation System (improved), Robot Brain (basic), Sensor System (improved, increased range), STOL

Bay (2 spaces, basic fire control)
Bay (2 spaces, basic fire control)

Autopilot (skill level)	2
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TRAITS

None



DESCRIPTION

Designed primarily as an automated aerial scout, the Aigle features an attack capability using two multi-purpose internal bays. These are normally equipped with missiles, but free-falling or guided bombs are cheap alternatives. This allows the Aigle to be operated on a budget, bringing it into reach of even the meanest mercenary unit.

AIR / RAFT

ARMOUR

FRONT	2
REAR	2
SIDES	2

TL	8
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1000 (1500)
CREW	1
PASSENGERS	5
CARGO	0.25 TON
HULL	16
SHIPPING	4 TONS
COST	CR250000

TRAITS

AFV, ATV

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

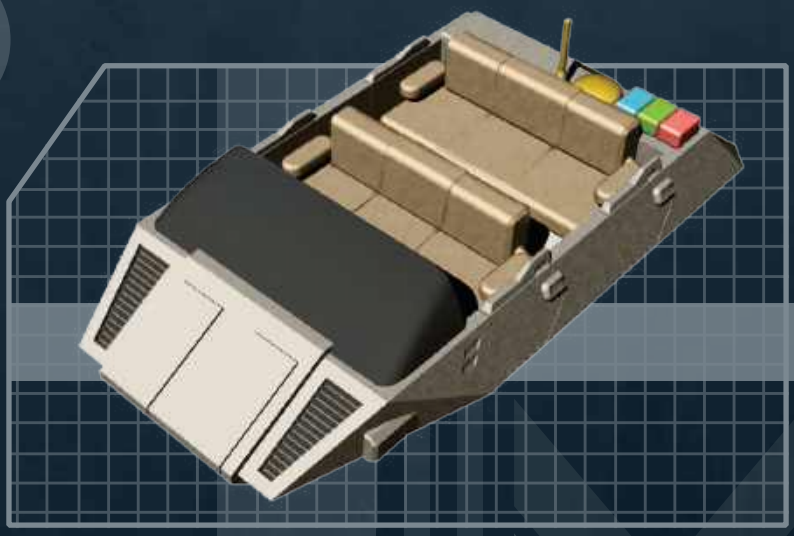
Autopilot (improved), Communications System (improved), Computer/1, Entertainment System, Navigation System (basic), Sensor System (basic)

No weapon

DESCRIPTION

An open-topped vehicle supported by anti-gravity technology, Air/rafts are capable of reaching orbit but passengers must wear vacc-suits. They are ubiquitous, remarkably reliable and flexible vehicles.

NOTE:A cargo carrying version of the air/raft is available. This has Crew:1, Passengers: 0 and Cargo: 1.5 ton.



ARMOURED VAN

TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	400 (600)
CREW	1
PASSENGERS	8
CARGO	-
HULL	20
SHIPPING	5 TONS
COST	CR10000

ARMOUR

FRONT	9
REAR	9
SIDES	9

EQUIPMENT AND WEAPONS

Communications System (improved),
Computer/1,
Control System (improved),
Fire Extinguishers,
Gun Ports x 6

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

None

DESCRIPTION

A boxy but well-armoured transport vehicle, the armoured van is designed to carry an armed squad within an urban environment. These will typically be law enforcement personnel with riot or special weapons training, but armoured vans are also popular among criminal elements who need to rapidly deploy enforcer teams against rivals or police forces.

CARGO LIFTER

TL	8
SKILL	DRIVE (WALKER)
AGILITY	+0
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	150 (225)
CREW	1
PASSENGERS	-
CARGO	0.25 TON
HULL	12
SHIPPING	3 TONS
COST	CR70000

ARMOUR

FRONT	2
REAR	2
SIDES	2

TRAITS

ATV

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Communications System (improved)
Manipulator Arms (improved) x 2

No weapon

DESCRIPTION

A common sight around starports and loading bays, the cargo lifter stands around three metres high and is equipped with two heavy duty manipulator arms. The operator can use the strength of the cargo lifter to move containers and other heavy objects quickly and efficiently. A sealed version can be purchased for an extra Cr70000, which includes short term life support and vacuum protection, but this upgrade removes the small cargo space.

CONCORDIA II HYPERSONIC AIRLINER

TL	8
SKILL	FLYER (WING)
AGILITY	-1
SPEED (CRUISE)	HYPERSONIC (SUPERSONIC)
RANGE (CRUISE)	8000 (12000)
CREW	5
PASSENGERS	80
CARGO	2 TONS
HULL	150
SHIPPING	300 TONS
COST	MCR165

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT AND WEAPONS

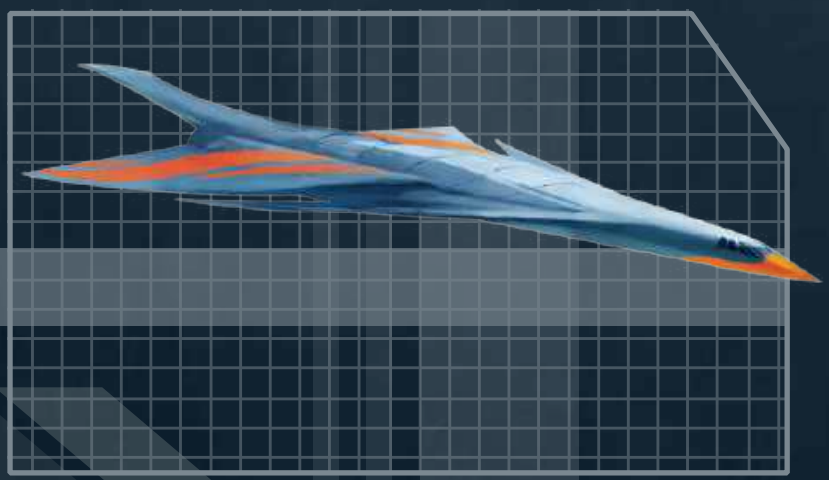
Communications System (improved), Computer/1, Control System (improved), Fire Extinguishers, Gun Ports x 6

No weapon

Autopilot (skill level)	1
Communications (range)	5000 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

None



DESCRIPTION

Before the advent of grav technology, supersonic airliners like the Concordia II provide the fastest form of air travel though high ticket prices tend to place them beyond the reach of the common man. However, those who can afford it are in for royal treatment and a transportation system that can get them to anywhere on the planet in a matter of a few short hours. The Concordia II is capable of speeds in excess of Mach 5, though it normally supercruises at around Mach 4.

DEEP SEA SUBMERSIBLE

ARMOUR

FRONT	21
REAR	21
SIDES	21

TL	9
SKILL	SEAFARER (SUBMARINE)
AGILITY	-2
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	75 (112)
CREW	1
PASSENGERS	1
CARGO	-
HULL	9
SHIPPING	1.5 TON
COST	MCR1.05

TRAITS

None

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Communications System (improved), Computer/1, Manipulator Arm (basic), Navigation System (improved), Sensor System (improved, underwater)

No weapon

DESCRIPTION

Generally used purely for research purposes (and often carried in the internal bay of a research ship (see page 108), the deep sea submersible is small, cramped, but provides a (relatively) safe method of reaching the crushing depths of the deepest oceans.

Safe Depth: 4200m
Crush Depth: 12600m
Life Support: 200 days

DIRT BIKE

TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	440 (660)
CREW	1
PASSENGERS	1
CARGO	-
HULL	4
SHIPPING	1 TON
COST	CR6300

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT AND WEAPONS

Communications System (improved), Navigation System (basic)

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

ATV
Open Vehicle

DESCRIPTION

Electrically powered, this dirt bike features simple, rugged construction, making it easy to keep in service with little more than a thorough clean after use. It is extremely durable and highly efficient batteries provide a decent range after a full recharge.

DIRTSIDE ARMOURED PERSONNEL CARRIER

ARMOUR

FRONT	60
REAR	30
SIDES	55

TL	9
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	500 (750)
CREW	2
PASSENGERS	10
CARGO	-
HULL	66
SHIPPING	10 TONS
COST	CR390000

TRAITS

AFV, Tracked

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Camouflage (improved), Communications System (improved), Computer/1, Fire Extinguishers, Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved), Smoke Discharger

Small Turret (light autocannon, improved fire control)

DESCRIPTION

Essential to any land-based military force, the armoured personnel carrier is designed to ferry an entire squad in relatively safety through hazardous areas. While the armour of the Dirtside is not intended to deflect the heaviest of anti-tank weaponry, it provides more or less complete immunity to weapons carried by enemy infantry at lower Tech Levels and is overall a great improvement on earlier APCs. Some versions of the Dirtside have an Aquatic Drive fitted at an additional cost of Cr120000.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	+2

DRAGONFLYER GRAVCOPTER

TL	8
SKILL	FLYER (GRAV)
AGILITY	+0
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1500 (2250)
CREW	2
PASSENGERS	16
CARGO	3 TONS
HULL	80
SHIPPING	10 TONS
COST	MCR4.41

ARMOUR

FRONT	20
REAR	20
SIDES	20

EQUIPMENT AND WEAPONS

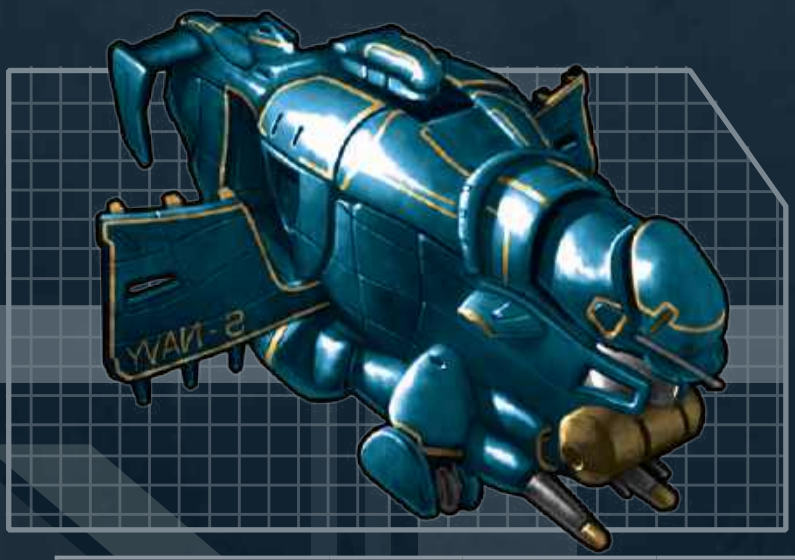
Autopilot (improved), Camouflage (improved), Communication System (improved), Computer/1, Control System (improved), Decoy Dispenser, ECM (basic), Navigation System (basic), Sensor System (improved)

Pintle Mount (light autocannon, front, basic fire control)

Autopilot (skill level)	1
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TRAITS

None



DESCRIPTION

A direct replacement for the helicopter, the Drgaonflyer is designed to haul personnel and equipment across war zones, using a combination of speed and armour to keep them safe. Its light autocannon allows it to clear landing zones before touching down, as well as support infantry advances after deployment. Its capacious hull is capable of carrying two squads and a healthy amount of field equipment.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	+1

FURY HELICOPTER GUNSHIP

ARMOUR

FRONT	18
REAR	14
SIDES	16

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TL	8
SKILL	FLYER (ROTOR)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1000 (1500)
CREW	2
PASSENGERS	-
CARGO	-
HULL	8
SHIPPING	16 TONS
COST	MCR1.21

WEAPONS

Small Turret (rotary autocannon, improved fire control)
Multi-Bay (anti-tank missile x 4, front, improved fire control)
Hardpoint (2 Spaces) x 4

TRAITS

None

EQUIPMENT

Camouflage (improved), Communication System (improved, encrypted), Computer/1, Decoy Dispenser, ECM (improved), Fire Extinguishers, Navigation System (basic), Sensor System (improved, increased fidelity, increased range)

DESCRIPTION

The gunship is the ultimate helicopter attack platform, dedicated to destroying large numbers of armoured vehicles but equally capable of taking on infantry formations and conducting precision strikes on battlefield targets. Heavily armoured (for a helicopter) gunships are often well integrated into successful mercenary forces as they can provide deadly close support. This gunship carries an autocannon and internally-mounted missiles, though it also sports hardpoints for additional custom loads.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Rotary Autocannon	1	6D	500	Cr1200	Auto 5	+2
Anti-Tank Missile	6	8D	4	Cr72000	AP 30, One Use, Smart	+2

G/RACER

TL	9
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SUBSONIC (VERY FAST)
RANGE (CRUISE)	2000 (3000)
CREW	1
PASSENGERS	1
CARGO	-
HULL	4
SHIPPING	3 TONS
COST	CR300000

ARMOUR

FRONT	3
REAR	3
SIDES	3

EQUIPMENT AND WEAPONS

Communications System (improved), Computer/1, Control System (improved), Ejection Seats x 2, Fire Extinguishers, Sensor System (improved), Streamlined

No weapon

TRAITS

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

None

DESCRIPTION

The natural extension of racing cars, g/racer sports can be found across Charted Space, through every conceivable terrain type and with varying casualty rates. These vehicles are extremely fast but notoriously fragile as every ounce of weight is squeezed out in the pursuit of massive speed. The model below features room for a navigator, though g/racers intended for endurance events will substitute the navigator for extra fuel, giving it a range of 2500 (3750). Other models have vacuum protection for racing in more extreme environments, at a cost of Cr30000.

GROUND CAR

ARMOUR

FRONT	2
REAR	2
SIDES	2

TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	400 (600)
CREW	1
PASSENGERS	3
CARGO	0.5
HULL	12
SHIPPING	3 TONS
COST	CR6500

TRAITS

None

Autopilot (skill level)	-
Communications (range)	-
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

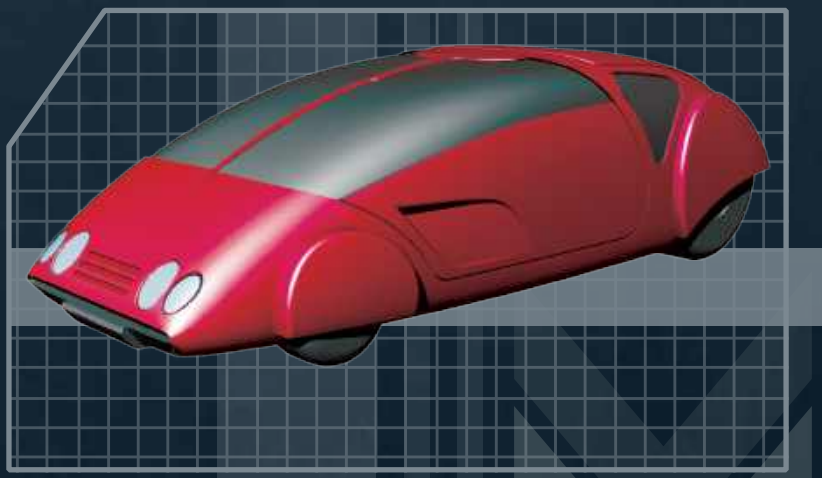
EQUIPMENT AND WEAPONS

Entertainment System,
Navigation System (basic)

No weapon

DESCRIPTION

A conventional wheeled aoutombile. The example shown here represents the nexy generation our own world can expect to see in the small, economy range. It provides cheap, pratctical motoring.



GUN TRANSPORT

TL	9
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	500 (750)
CREW	2
PASSENGERS	-
CARGO	-
HULL	135
SHIPPING	22.5 TONS
COST	CR988000

ARMOUR

FRONT	60
REAR	14
SIDES	40

EQUIPMENT AND WEAPONS

Anti-Missile System (minigun), Camouflage (improved), Communications System (improved), Computer/1, Navigation System (improved), Sensor System (improved, sensor mast)

Fixed Mount (heavy laser cannon, mproved fire control)

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TRAITS

AFV, Tracked

DESCRIPTION

While amateurs may call this armoured vehicle a tank, it is actually a durable and all-terrain platform designed to carry a single massive weapon. Used to support both armoured and infantry advances, the gun transport is equally effective against enemy armour and fortifications.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Laser Cannon	25	2DD	-	-	AP 20	-
Minigun	0.5	2D	600	Cr1000	Auto 6	-

LEGIONARY BATTLE TANK

ARMOUR

FRONT	80 (+15)
REAR	40 (+15)
SIDES	60 (+15)

Autopilot (skill level)	-
Communications (range)	5000 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TL	8
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	300 (450)
CREW	5
PASSENGERS	-
CARGO	-
HULL	180
SHIPPING	30 TONS
COST	MCR2.86

WEAPONS

Large Turret (heavy cannon x 2, improved fire control) x 2
Small Turret (light autocannon, basic fire control)

TRAITS

AFV, Tracked

EQUIPMENT

Anti-Missile System (minigun), Camouflage (improved), Communication System (improved, encrypted, increased range, satellite uplink), Computer/1, Decoy Dispenser, ECM (improved), Navigation System (basic), Reactive Armour (basic), Sensor System (improved, hardened, increased range, sensor mast), Smoke Discharger

DESCRIPTION

The twin-turret design of the Legionary makes this tank larger than most of the enemies it faces, but they allow it to track and destroy multiple targets simultaneously – alternatively, both sets of main guns can be focussed on a single adversary, utterly annihilating it. The Legionary is notable for having a large crew, consisting of a commander, driver, two turret gunners and a sensor operator.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Cannon	3	2DD+2	30	Cr15000	Blast 10	+2
Light Autocannon	1	6D	500	Cr1000	Auto 3	+1
Minigun	0.5	2D	600	Cr1000	Auto 6	-

PALADIN LASER GRAV TANK

TL	9
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1500 (2250)
CREW	3
PASSENGERS	-
CARGO	-
HULL	136
SHIPPING	34 TONS
COST	MCR24.39

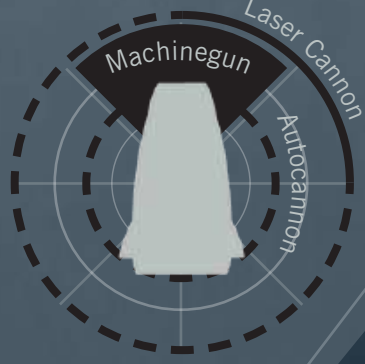
Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (heavy laser cannon, improved fire control)
Small Turret (rotary autocannon, improved fire control)
Pintle Mount (rapid-fire machinegun, front, basic fire control)

ARMOUR

FRONT	110 (+25)
REAR	60 (+25)
SIDES	95 (+25)



EQUIPMENT

Camouflage (improved), Communication System (improved, encrypted, satellite uplink), Computer/1, Decoy Dispenser, ECM (improved), Navigation System (improved), Prismatic Aerosol Discharger, Reactive Armour (improved), Sensor System (improved, sensor mast)

TRAITS

AFV

DESCRIPTION

Bringing heavy laser fire to the battlefield at a low Tech Level, the Paladin is a fearsome foe for more primitive forces to face and, used well, can hold its own against stronger forces. Well-equipped and of imposing size, the Paladin is suitable for any mercenary force looking to expand its interests into armoured warfare, so long as it has the capacity to move such a large vehicle between combat zones.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy laser Cannon	25	2DD	-	-	AP 20	+2
Rotary Autocannon	1	6D	500	Cr1200	Auto 5	+2
Rapid-fire Machinegun	0.5	3D	600	Cr1000	Auto 4 (8)	+1

RESEARCH SHIP

ARMOUR

FRONT	9
REAR	9
SIDES	9

Autopilot (skill level)	2
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1/+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

WEAPONS

No weapon

TL	9
SKILL	SEAFARER (OCEAN SHIP)
AGILITY	-6
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	8000 (12000)
CREW	4
PASSENGERS	12
CARGO	22.5
HULL	1200
SHIPPING	150 TONS
COST	MCR3.31

TRAITS

None

EQUIPMENT

Atmospheric Sampler, Autopilot (enhanced), Communication System (improved, increased range, satellite uplink), Computer/1 x 2, Crane (heavy), Fire Extinguishers, Galley (seats 10), General Purpose Laboratory (4 scientists), Holding Tank (6 spaces), Hydrographic Sampler, Internal Bay (5 tons), Navigation System (improved), Sensor System (improved, increased range x 2), Sensor System (improved, nderwater), Staterooms x 16

DESCRIPTION

Capable of conducting a wide variety of scientific investigations, the research ship provides a full suite of research facilities and can stay at sea for extended periods of time without resupply. Even in a technologically advanced society, the use of such watercraft does not strain research grants and so the pioneers of science can conduct their research without real world hindrances.

SKYSTRIKE G/FIGHTER

TL	9
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SUPERSONIC (SUBSONIC)
RANGE (CRUISE)	1500 (2250)
CREW	1
PASSENGERS	-
CARGO	-
HULL	28
SHIPPING	7 TONS
COST	MCR2.75

Autopilot (skill level)	2
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Fixed Mount (light laser cannon, improved fire control)
Hardpoint (2 spaces, improved fire control)
Hardpoint (2 spaces, improved fire control)

ARMOUR

FRONT	3
REAR	3
SIDES	3

EQUIPMENT

Autopilot (enhanced), Camouflage (improved), Communications System (improved, encrypted, increased range), Computer/1, Control System (improved), Decoy Dispenser, ECM (improved), Ejection Seat, Fire Extinguisher, Navigation System (improved), Sensor System (improved, hardened, increased range)

TRAITS

None

DESCRIPTION

As grav technology becomes prevalent, vehicles incorporate the new method of propulsion but their roles tend to stay the same, whether those roles are still relevant or not. The Skystrike is an example of an early gav vehicle designed to replace jet fighters, and it retains many of the same characteristics. Though primarily intended for air superiority, it is capable of a limited ground attack role. However, pilots will soon become aware that the Skystrike's primary defence is its speed and agility, and not its all too thin composite skin.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light laser Cannon	2	8D	-	-	AP 5	+2

SOCRATES FIELD CAR

ARMOUR

FRONT	30 (+27)
REAR	30 (+27)
SIDES	30 (+27)

Autopilot (skill level)	1
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TL	9
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	500 (750)
CREW	1
PASSENGERS	1
CARGO	-
HULL	22
SHIPPING	5 TONS
COST	CR143000

WEAPONS

Small Turret (medium autocannon, basic fire control)

TRAITS

Off-Roader

EQUIPMENT

Autopilot (improved), Camouflage (improved), Communication System (improved, increased range, satellite uplink, tightbeam), Computer/1, Decoy Dispenser, Electrostatic Armour, Entertainment System, Fire Extinguishers, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved), Smart Wheels, Wet Bar

DESCRIPTION

Popular among ostentatious mercenary units and 'top heavy' military forces, the Socrates is a well-appointed (bordering on luxurious) field car that nonetheless sports a wide range of capabilities and armour. Designed to transport a single VIP through contested areas, the Socrates is the ultimate in personal vehicles for officers.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Medium Autocannon	1	8D	100	Cr1500	Auto 3	+1

THUNDER HOVER TANK

TL	8
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	500 (750)
CREW	3
PASSENGERS	-
CARGO	-
HULL	66
SHIPPING	15 TONS
COST	MCR17.2

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (heavy cannon, improved fire control)
Small Turret (heavy machinegun)

ARMOUR

FRONT	45 (+15)
REAR	25 (+15)
SIDES	45 (+15)

EQUIPMENT

Camouflage (improved), Communication System (improved, encrypted, satellite uplink), Computer/1, Decoy Dispenser, ECM (improved), Ejection Seats x 3, Fire Extinguishers, Hostile Environment Protection, Life Support (short term), Navigation System (basic), Reactive Armour (basic), Sensor System (improved)

TRAITS

AFV

DESCRIPTION

The Thunder is a main battle tank that has been designed to utilise new grav technology. As such, it lacks the punch and speed of its higher Tech Level counterparts but was intended to fight ground-based tracked armoured vehicles. Though less solid than tracked main battle tanks, the Thunder more than makes up for this with its speed and agility, being able to quickly reposition while ignoring intervening terrain.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Cannon	3	2DD	10	Cr5000	Blast 10	+2
Heavy Machinegun	1	4D	100	Cr400	Auto 3	+0

TRACKED EXPLORATION VEHICLE

ARMOUR

FRONT	6
REAR	6
SIDES	6

Autopilot (skill level)	2
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

TL	9
SKILL	DRIVE (TRACK)
AGILITY	+1
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	50 YEARS
CREW	1
PASSENGERS	5
CARGO	.75 TONS
HULL	90
SHIPPING	15 TONS
COST	MCR2.25

TRAITS

Tracked

EQUIPMENT AND WEAPONS

Airlock, Aquatic Drive, Autopilot (enhanced), Bunks x 2, Camouflage (basic), Communications System (improved, increased range, satellite uplink), Computer/1, Control System (improved), Corrosive Environment, Entertainment System, Fire Extinguishers, Fresher, Fusion Plant (basic), Life Support (long term), Navigation System (improved), Sensor System (improved, increased fidelity, sensor mast), Vacuum Protection

No weapon

DESCRIPTION

Though expensive, the Tracked Exploration Vehicle (or TEV) is the vehicle of choice for land-based scouts and explorers who expect to spend extended periods in the wilderness. Capable of mastering almost any terrain, the TEV is capable of housing eight people in relative comfort, and its fusion plant provides limitless range and endurance. With the right foraging skills, a crew can stay in the wilderness almost indefinitely.

VIOLATOR STRATEGIC BOMBER

TL	8
SKILL	FLYER (WING)
AGILITY	-1
SPEED (CRUISE)	SUPERSONIC (SUBSONIC)
RANGE (CRUISE)	4000 (6000)
CREW	4
PASSENGERS	-
CARGO	-
HULL	60
SHIPPING	240 TONS
COST	MCR34.58

Autopilot (skill level)	1
Communications (range)	5000 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-1

WEAPONS

Multi-bay (heavy bombs x 24, improved fire control) ,
Small Turret (light autocannon x 2, improved fire control),
Small Turret (light autocannon x 2, improved fire control),
Small Turret (light autocannon x 2, improved fire control),
Small Turret (light autocannon x 2, improved fire control)

ARMOUR

FRONT	2
REAR	2
SIDES	2

EQUIPMENT

Autopilot (improved), Bunk, Camouflage (improved),
Communication System (improved, encrypted, increased range, satellite uplink),
Computer/1, Control System (improved), Decoy Dispenser, ECM (improved),
Ejection Seats x 4, Fire Extinguishers, Fresher, Navigation System (basic),
Sensor System (improved, increased range x 2), Stealth (basic)

TRAITS

None

DESCRIPTION

Ostensibly designed to penetrate enemy defences and destroy strategic targets such as airfields and bunker networks, all too often the Violator is employed to flatten enemy cities; there have been many wars where a Violator has not even attempted to attack a military target. However, the Violator is extremely well-protected against aerial attack by a veritable phalanx of turret-mounted weaponry.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D+6	500	Cr1000	Auto 3	+2
Heavy Bomb	-	3DD	1	-	AP 30, Blast 30	+2

ALL-TERRAIN VEHICLE (ATV)

ARMOUR

FRONT	6
REAR	6
SIDES	6

TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	600 (900)
CREW	1
PASSENGERS	7
CARGO	2.5
HULL	60
SHIPPING	10 TONS
COST	CR155000

TRAITS

ATV

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Aquatic Drive, Communications System (improved), Computer/1, Life Support (short term), Navigation System (improved), Sensor System (improved), Small Turret

No weapon

DESCRIPTION

An enclosed, pressurised all-terrain ground vehicle. The vehicle is capable of floating on calm water, and has a suite of built-in sensors and communications equipment (usually a laser tranceiver) making it ideal for exploration. An ATV has a hardpoint for a turret but does not normally come with a weapon.

NOTE: A tracked version of the ATV is available. This uses the Drive (track) skill, has Speed: Medium (slow) and costs Cr175000.

ARCHITEUTHIS BIOTECH AIRSHIP

TL	11
SKILL	FLYER (AIRSHIP)
AGILITY	+0
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	10000 (15000)
CREW	1
PASSENGERS	4
CARGO	8 TONS
HULL	36
SHIPPING	20 TONS
COST	CR455000

Autopilot (skill level)	3
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT

Autopilot (advanced), Communications System (improved), Control System (enhanced), Fresher, Navigation System (improved), Sensor System (improved)

ARMOUR

FRONT	3
REAR	3
SIDES	3

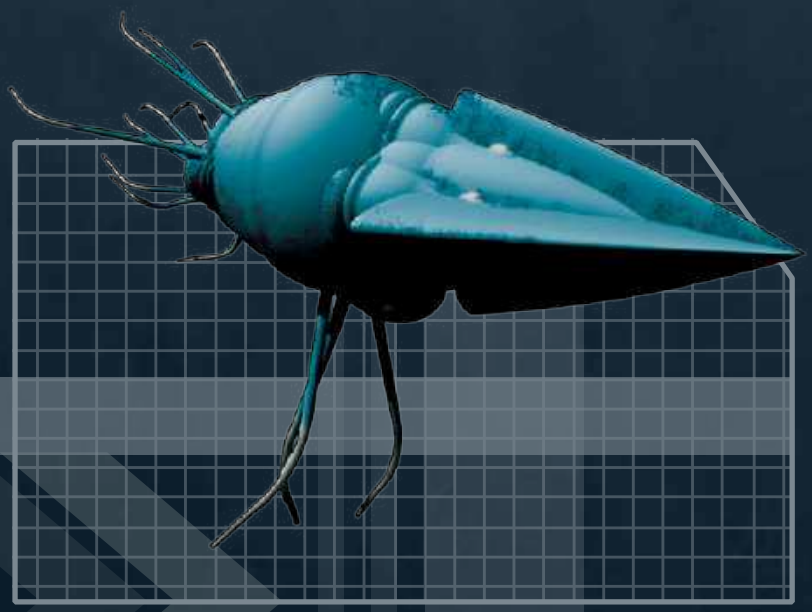
DESCRIPTION

Utilising a semi-rigid gas-filled structure, dirigibles provide relatively cheap and efficient (though slow) air travel, along with the capability to land in rough and unprepared areas. However, they are affected a lot more by serious weather conditions than fixed-winged aircraft and so tend to be found working only as pleasure craft or within atmospheres that prohibit the easy use of other craft.

Resembling nothing so much as a giant floating squid, the Archie (as it is often called), can carry up to five passengers and crew in the small gondola suspended below the vehicle. The gondola is biologically inert, except for control linkages, for the comfort of human crews. Ten tentacles hang below the main body of the airship, and are used to carry cargo. Propulsion is through an array of flagella that propel the airship like dozens of little propellers. Lift is provided primarily by hydrogen gas, produced by the organism itself using photosynthetic patches, though the vehicle is designed as a lifting body. Archies are not very bright, but are capable of forming loyalties and attachments to long-term crews.

TRAITS

Endothermic, Invertebrate



ARMOURED FIGHTING VEHICLE (AFV)

TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	600 (900)
CREW	2
PASSENGERS	8
CARGO	0.75
HULL	60
SHIPPING	10 TONS
COST	CR198000

ARMOUR

FRONT	70
REAR	50
SIDES	60

TRAITS

AFV, ATV

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Camouflage (basic), Communications System (improved), Navigation System (improved), Sensor System (improved)

Small Turret (light autocannon)

DESCRIPTION

A heavily armoured ATV known as an Armoured Fighting Vehicle, equipped with a turret mounted autocannon.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	-

ARTHUR MINING ROBOT

TL	11
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	150 (225)
CREW	-
PASSENGERS	-
CARGO	-
HULL	60
SHIPPING	10 TONS
COST	CR235000

ARMOUR

FRONT	12
REAR	12
SIDES	12

EQUIPMENT AND WEAPONS

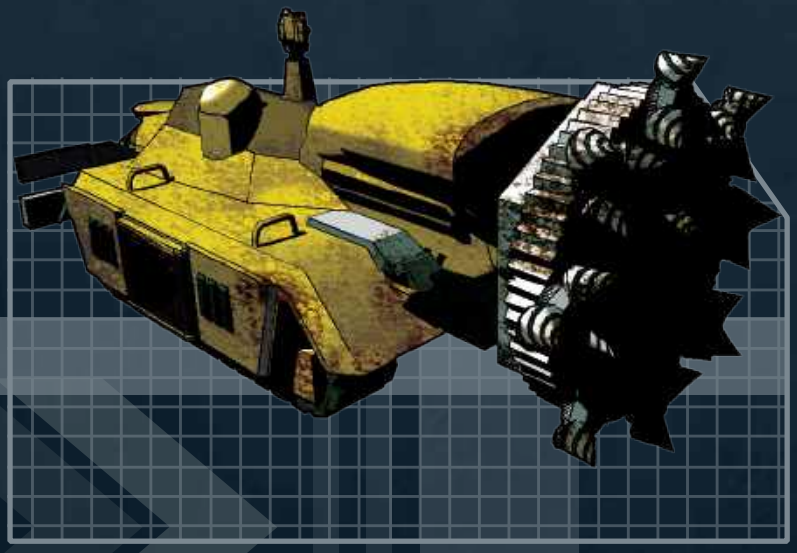
Tracked, Communication System (improved), Computer/2, Cutting Tool, Digger Blade, Fire Extinguisher, Navigation System (basic), Robot Brain (advanced), Sensor System (improved, increased fidelity)

No weapon

TRAITS

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

Tracked



DESCRIPTION

Mining robots are important contributors to many colonies, especially worlds that lack the manpower to effectively exploit their mineral wealth. The mining robot is a variation of standard construction robots, the primary difference being the addition of a plasma borer to the assembly. A plasma borer uses a focused stream of plasma to heat and soften the rock face while a more conventional drill head moves into it. A small deep-radar unit on the robot watches for flaws or pockets in the rock, and adjusts the beam accordingly.

ASSAULT CYCLE

ARMOUR

FRONT	3
REAR	3
SIDES	3

TL	10
SKILL	DRIVE (WHEEL)
AGILITY	+4
SPEED (CRUISE)	VERY FAST (FAST)
RANGE (CRUISE)	250 (375)
CREW	1
PASSENGERS	-
CARGO	-
HULL	4
SHIPPING	1 TONS
COST	CR20000

TRAITS

Off-Roader,
Open Vehicle

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Communication System (improved), Control System (improved), Smart Wheel

Fixed Mount (laser rifle x 2, front)

DESCRIPTION

The assault cycle is a very lightweight one-man attack vehicle, designed to provide cheap but fast and hard-hitting strike capabilities to mercenary forces. While it has a tendency to disintegrate under enemy fire, its speed and agility can enable a skilled rider to keep it out of trouble, while its weaponry means it cannot be simply ignored.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Laser Rifle	2	5D+5	-	-	-	-

AVANTE JET FIGHTER

TL	10
SKILL	FLYER (WING)
AGILITY	+3
SPEED (CRUISE)	HYPERSONIC (SUPERSONIC)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	-
CARGO	-
HULL	15
SHIPPING	33 TONS
COST	MCR15.9

Autopilot (skill level)	2
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-2

WEAPONS

Fixed Mount (gatling laser, front, enhanced fire control)
Hardpoint (2 spaces, pop-up, enhanced fire control)
Hardpoint (2 spaces, pop-up, enhanced fire control)

ARMOUR

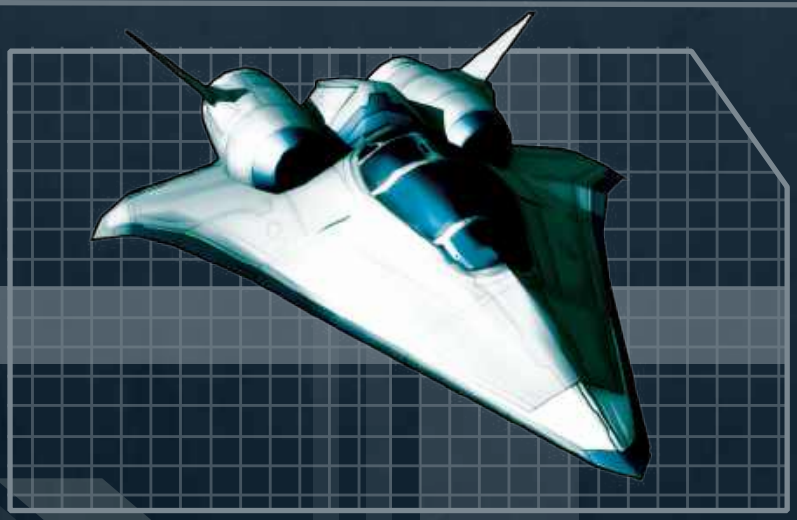
FRONT	8
REAR	8
SIDES	8

EQUIPMENT

Autopilot (enhanced), Camouflage (improved), Communication System (improved, encrypted), Computer/2, Control System (enhanced), Decoy Dispenser, ECM (improved), Ejection Seat, Fire Extinguisher, Folding Wings, Navigation System (improved), Sensor System (improved, increased fidelity, increased range), Stealth (improved)

TRAITS

None



DESCRIPTION

Perhaps the ultimate expression of the jet fighter, the Avante is designed to go head-to-head with grav-based vehicles, and win. Though it lacks the flexibility and capabilities of comparable grav-vehicles, the Avante is much cheaper to build, allowing poorer nations and worlds to theoretically compete with more powerful neighbours by effectively flooding the skies with such craft.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Gatling Laser	4	6D	-	-	AP 5, Auto 4	+3

BIRDSEYE RECONNAISSANCE AIRCRAFT

ARMOUR

FRONT	3
REAR	3
SIDES	3

Autopilot (skill level)	3
Communications (range)	500 km
Navigation (Navigation DM)	+3
Sensors (Electronics (sensors) DM)	+4
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-1

WEAPONS

Hardpoint (2 spaces)
Hardpoint (2 spaces)

TL	11
SKILL	FLYER (WING)
AGILITY	+2
SPEED (CRUISE)	VERY FAST (FAST)
RANGE (CRUISE)	1500 (2250)
CREW	1
PASSENGERS	-
CARGO	-
HULL	28
SHIPPING	7 TONS
COST	MCR2.75

TRAITS

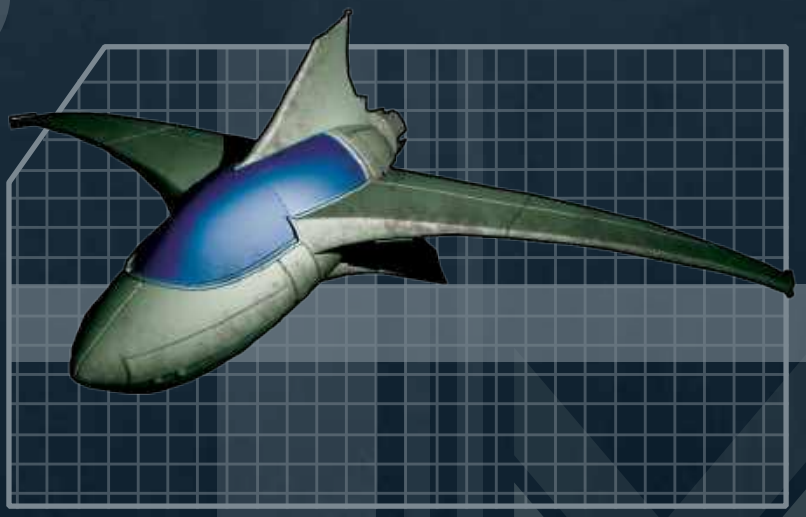
None

EQUIPMENT

Autopilot (advanced), Camouflage (improved), Communication System (improved, encrypted, satellite uplink), Computer/2, Decoy Dispenser, ECM (advanced), Ejection Seat x 2, Fire Extinguishers, Folding Wings, Life Support (short term), Navigation System (improved), Sensor System (improved, increased fidelity x 3, increased range), Stealth (basic)

DESCRIPTION

Designed as a cheap method of giving mercenary forces valuable reconnaissance abilities (and thus not confining themselves to what their employer's satellites tell them), the Birdseye is an effective sensor platform but can also function as an electronics warfare aircraft. While unarmed, it comes with a small hardpoint under each wing to allow external ordnance to be fitted. Piloted by two crewmen, the Birdseye operates best against less technologically equipped enemies who lack the ability to shoot it down.



BRUTUS HEAVY CARGO TRUCK

TL	10
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	500 (750)
CREW	1
PASSENGERS	2
CARGO	12.5 TONS
HULL	180
SHIPPING	40 TONS
COST	CR241000

ARMOUR

FRONT	8
REAR	8
SIDES	8

EQUIPMENT AND WEAPONS

Camouflage (basic),
Communication System (improved),
Crane (medium),
Navigation System (improved)

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

TRAITS

Off-Roader

DESCRIPTION

While lacking the glamour of armoured vehicles and aircraft, the ability to deliver supplies and ammunition to forward bases, not to mention shipping out the wounded, is a fundamental requirement for any mercenary force not wanting to rely on his employers. This truck is large, built with the assumption that a mercenary force needs the greatest carrying capability within as few separate vehicles as possible.

BULETTE

TL	10
SKILL	DRIVE (MOLE)
AGILITY	-2
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	500 (750)
CREW	2
PASSENGERS	-
CARGO	4.5 TONS
HULL	165
SHIPPING	25 TONS
COST	MCR1.81

ARMOUR

FRONT	12
REAR	12
SIDES	12

TRAITS

Tracked

Autopilot (skill level)	2
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Autopilot (enhanced), Bunk, Communications System (improved), Computer/2, Crane (heavy), Fire Extinguishers, Galley (mini), Geological Sampler, Life Support (short term), Navigation System (improved), Sensor System (improved), Tunneller

No weapon

DESCRIPTION

A large and unsubtle vehicle, the Bulette is typically found on colony worlds and within mining facilities. Equipped with an array of digging tools and advanced sensors, this vehicle is used to excavate foundations for buildings, sink mine shafts and, in rare circumstances, as a form of subsurface transport.

CHAMELEON SCOUT WALKER

TL	12
SKILL	DRIVE (WALKER)
AGILITY	+3
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	100 YEARS
CREW	1
PASSENGERS	-
CARGO	0.25 TON
HULL	40
SHIPPING	10 TONS
COST	MCR3.39

Autopilot (skill level)	1
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-2

WEAPONS

Small Turret (pgmp x 2, enhanced fire control)

ARMOUR

FRONT	22
REAR	10
SIDES	16

EQUIPMENT

Anti-Missile System (laser), Autopilot (improved), Auxiliary Thrusters (20 metres), Camouflage (advanced), Communication System (advanced, encrypted, tightbeam), Computer/3, Control System (advanced), Decoy Dispenser, ECM (advanced), Ejection Seat, Fire Extinguisher, Fusion Plant (advanced), Holo-Suite, Life Support (short term), Navigation System (improved), Sensor System (improved, hardened, increased fidelity, increased range, sensor mast), Stealth (improved), Vacuum Protection

TRAITS

ATV

DESCRIPTION

This is a small, lightweight armoured walker, intended for reconnaissance and stealthy strikes on soft targets. On the open battlefield, Chameleons can be seen on the far flanks, hoping not to get noticed by larger and more powerful vehicles, where they use their stealth to bypass defences and operate in groups to deliver hard-hitting assaults. Its fusion plant and energy-based weapons means its endurance in the field tends to be limited by its pilot and mechanical faults rather than fuel and ammunition.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
PGMP	0.25	1DD+1	-	-	-	+3
Laser	0.5	1D	-	-	Auto 3	-

CRUSADER SELF-PROPELLED GUN

ARMOUR

FRONT	70
REAR	50
SIDES	60

Autopilot (skill level)	-
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TL	12
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	3000 (4500)
CREW	9
PASSENGERS	-
CARGO	-
HULL	100
SHIPPING	25 TONS
COST	MCR15.095

WEAPONS

Fixed Mount (mass driver, advanced fire control)

TRAITS

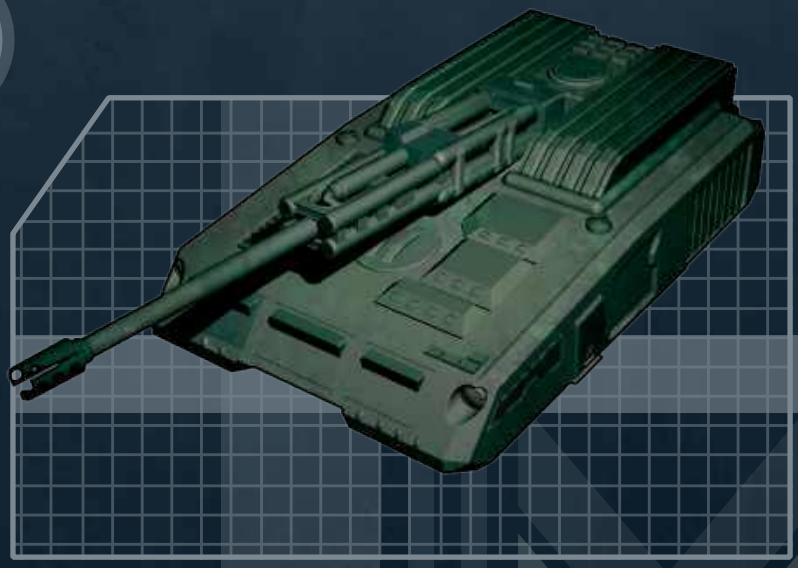
AFV

EQUIPMENT

Camouflage (improved), Communication System (advanced, encrypted, satellite uplink), Computer/3, Fire Extinguishers, Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved, increased fidelity, increased range) ECM (advanced), Ejection Seat x 2, Fire Extinguishers, Folding Wings, Life Support (short term), Navigation System (improved), Sensor System (improved, increased fidelity x 3, increased range), Stealth (basic)

DESCRIPTION

Using a heavy grav chassis, the Crusader is lightly armoured compared to the likes of the Paladin, but its mass driver is capable of flinging shells over 40 kilometres, allowing a military force to position a vehicle or squadron far beyond the immediate combat area. From there, the Crusader can provide instant support to forward units, using its mass driver to obliterate opposition before quickly relocating to avoid counterbattery fire.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Mass Driver	40	1DD	8	Cr6000	Artillery, Blast 10	+4

G/BIKE

TL	12
SKILL	FLYER (GRAV)
AGILITY	+3
SPEED (CRUISE)	VERY FAST (FAST)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	-
CARGO	-
HULL	2
SHIPPING	0.5 TON
COST	CR46000

ARMOUR

FRONT	4
REAR	4
SIDES	4

EQUIPMENT AND WEAPONS

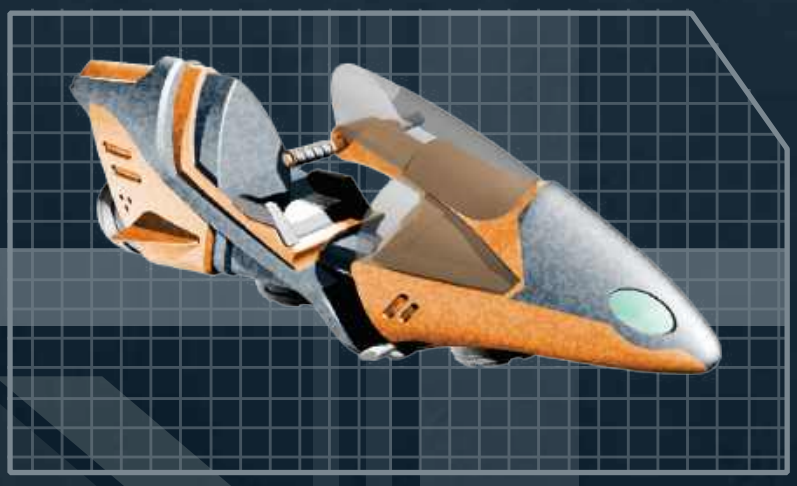
Communications System (improved),
Navigation System (improved),
Sensor System (improved)

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

Open Vehicle



DESCRIPTION

Much like its ground based predecessors, the G/bike' speed and size make it a favourite with many Travellers needing to make their own way around a strange planet. It is also the focus of many subcultures and gangs accross Charted Space.

G/RUNNER CITY CAR

ARMOUR

FRONT	3
REAR	3
SIDES	3

TL	10
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	1000 (1500)
CREW	1
PASSENGERS	1
CARGO	0.5 TONS
HULL	4
SHIPPING	1.5 TONS
COST	CR49500

TRAITS

None

Autopilot (skill level)	2
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Autopilot (enhanced), Communication System (improved), Computer/2, Entertainment System, Navigation System (basic), Sensor System (basic)

No weapon

DESCRIPTION

Small but well formed, G/runner city cars are perfectly adapted for busy urban environments. Despite having a tiny cargo capacity and only two seats, the small size of a G/runner allows it to slip through traffic with agility and park just about anywhere.

GRAV FLOATER

TL	11
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	-
CARGO	-
HULL	2
SHIPPING	0.5 TON
COST	CR24000

ARMOUR

FRONT	3
REAR	3
SIDES	3

EQUIPMENT AND WEAPONS

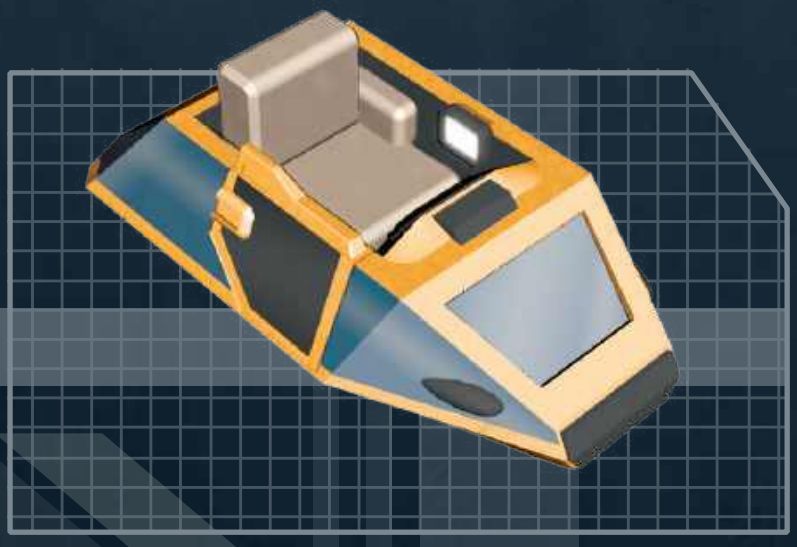
Communications System (improved)

No weapon

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

Open Vehicle



DESCRIPTION

This is a simple platform or chair that a single Traveller can stand or sit, and be carried around. It cannot achieve any great speed but can, like an air/raft, achieve any altitude up to orbit.

GUNSKIFF

ARMOUR

FRONT	3
REAR	3
SIDES	3

TL	10
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	1000 (1500)
CREW	2
PASSENGERS	4
CARGO	-
HULL	30
SHIPPING	10 TONS
COST	CR313750

TRAITS

Open Vehicle

Autopilot (skill level)	1
Communications (range)	500 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

EQUIPMENT AND WEAPONS

Open vehicle, Autopilot (basic), Communication System (improved), Smoke Discharger

Fixed Mount (laser cannon, front, basic fire Control)

DESCRIPTION

Despite some models featuring extreme styling to conform to standards of fashion, the gunskiff is essentially an open-topped grav platform mounted with a single heavy weapon. It is a cheap and effective way to bring a heavy weapon to bear over a wide area, but its light armour and open nature often means it is best employed against relatively low Tech Level enemies. The flat bed nature of the gunskiff means that if it does not carry passengers, it can easily accommodate one ton of cargo.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Laser Cannon	2.5	1DD	-	-	AP 10	DM+1

HEAVEN70 GUNSHIP DRONE

TL	10
SKILL	FLYER (ROTOR)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	1000 (1500)
CREW	-
PASSENGERS	-
CARGO	-
HULL	2
SHIPPING	3 TONS
COST	CR178000

Autopilot (skill level)	-
Communications (range)	5000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Pintle Mount (light autocannon, front, improved fire control)

ARMOUR

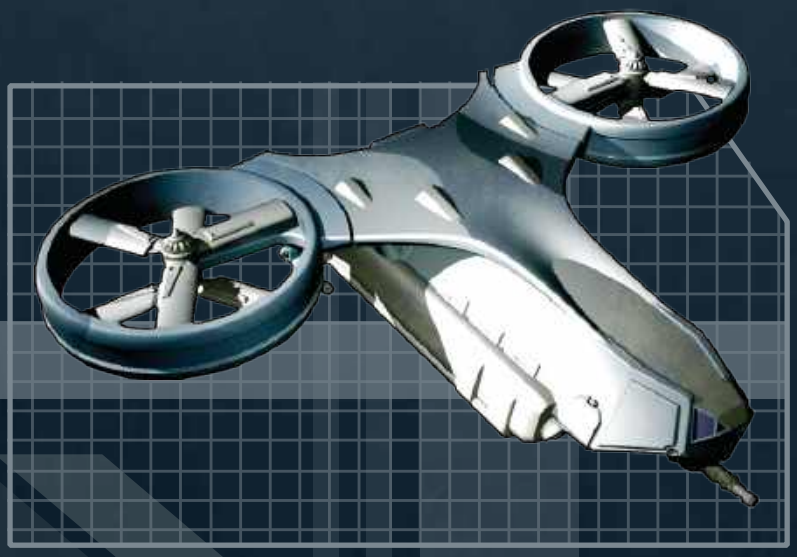
FRONT	18
REAR	18
SIDES	18

EQUIPMENT

Camouflage (improved), Communication System (improved, encrypted, increased range, satellite uplink), Control System (improved), Decoy Dispenser, Navigation System (improved), Robot Brain (basic), Sensor System (improved)

TRAITS

None



DESCRIPTION

The Heaven70 is a medium-sized drone designed for the reconnaissance and fast attack roles. Cheap enough to be considered disposable, a squadron of these free-ranging drones can wreak havoc upon an unprepared or lower technologically-advanced enemy, with little to lose should a counterattack destroy them. The Heaven70 does require a remote operator to function at best efficiency but it has a basic robot brain installed, allowing it to work autonomously if required.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	1000	Cr2000	Auto 3	+2

HEV-12

ARMOUR

FRONT	30
REAR	30
SIDES	30

Autopilot (skill level)	2
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1/+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TL	12
SKILL	DRIVE (TRACK)
AGILITY	-1
SPEED (CRUISE)	MEDIUJM (SLOW)
RANGE (CRUISE)	600 (900)
CREW	2
PASSENGERS	10
CARGO	-
HULL	105
SHIPPING	17.5 TONS
COST	CR982000

WEAPONS

Small Turret (light autocannon, improved fire control)

TRAITS

Tracked

EQUIPMENT

Airlock, Aquatic Drive, Autopilot (enhanced), Auxiliary Thrusters (40 metres), Bunk, Communication System (advanced, increased range, satellite uplink), Computer/3, Control System (improved), Fire Extinguisher, Fresher, Life Support (long term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved), Sensor System (improved, underwater), Vacuum Protection

DESCRIPTION

The Hostile Environment Vehicle (HEV-12) is a tracked crawler well protected against environmental extremes. This fuel-cell-powered vehicle can operate in extremes from the depths of space to 300 metres under water. It is not capable of atmospheric flight, though it can make jumps of significant height and breadth with its auxiliary thrusters.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	DM+2

LIBERATOR G/CARRIER

TL	10
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	2000 (3000)
CREW	2
PASSENGERS	9
CARGO	-
HULL	60
SHIPPING	15 TONS
COST	MCR7.24

Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (heavy autocannon, basic fire control)
Small Turret (tac launcher (armour-piercing), basic fire control)
Pintle Mount (heavy machinegun, front, basic fire control)

ARMOUR

FRONT	75
REAR	40
SIDES	65

EQUIPMENT

Camouflage (improved),
Communication System (improved, encrypted), Computer/2,
Fire Extinguishers, Navigation System (improved),
Sensor System (improved)

TRAITS

AFV

DESCRIPTION

The Liberator is one of the early models of G/Carrier, found in militaries who are just starting to use grav vehicles as standard frontline units rather than specialist reconnaissance or attack craft. While the Liberator must give way to G/Carriers of higher Tech Level, it is in every way superior to wheeled and tracked APCs, except in cost.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Autocannon	1	1DD	100	Cr2000	Auto 3	DM+1
Tac Launcher (armour-piercing)	6	8D	4	Cr6000	AP 10, Scope, Smart	DM+1
Heavy Machinegun	1	4	100	Cr400	Auto 3	DM+1

LYNX FAST ASSAULT TANK

ARMOUR

FRONT	70
REAR	40
SIDES	65

Autopilot (skill level)	-
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+3
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

TL	12
SKILL	DRIVE (TRACK)
AGILITY	-2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	450 (675)
CREW	2
PASSENGERS	-
CARGO	-
HULL	75
SHIPPING	12.5 TONS
COST	MCR1.1

WEAPONS

Large Turret (heavy gauss cannon, advanced fire control)

TRAITS

Tracked

EQUIPMENT

Camouflage (improved), Communication System (advanced, encrypted, satellite uplink), Computer/3, ECM (advanced), Fire Extinguishers, Navigation System (improved), Sensor System (improved, increased fidelity x 2, increased range, sensor mast)

DESCRIPTION

Though outclassed by similar grav tanks, the Lynx provides a cheap but powerful option for rapid assaults. Its light armour protects it from small scale weaponry, while its sensors and speed allow it to evade more powerful enemies. The Lynx is principally used in fast strikes against softer targets though it also serves in reconnaissance and support roles when needed.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Gauss Cannon	3	2DD	60	Cr800	AP 15, Auto 2	+4

M-90 URBAN ASSAULT VEHICLE

TL	11
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	600 (900)
CREW	1
PASSENGERS	10
CARGO	0.5 TON
HULL	90
SHIPPING	15 TONS
COST	CR565000

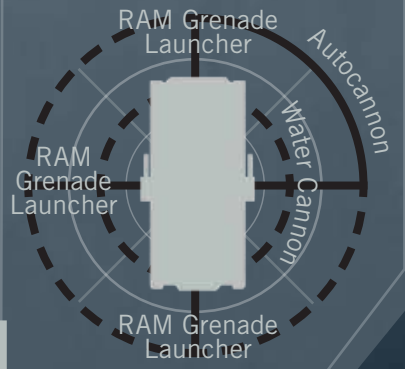
Autopilot (skill level)	-
Communications (range)	500 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-1
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (light autocannon, basic fire control)
Small Turret (water cannon)
Fixed Mounts (RAM grenade launchers, front x 2, sides x 2, rear x 1)

ARMOUR

FRONT	70
REAR	50
SIDES	60



EQUIPMENT

Anti-missile System (minigun), Camouflage (basic), Communications (improved), Computer /1, Decoy Dispensers, Fire Extinguishers, Gun Port x 8, Navigation System (basic), Sensor System (basic), Smoke Discharger

TRAITS

AFV, Off-Roader

DESCRIPTION

The urban assault vehicle (derived from the highly competitive Urban Pacification Programme) was designed as a highly survivable vehicle intended for anything from riot control to full blown invasions. The M-90 sports extremely heavy armour underneath to protect it from mines and improvised explosive devices, while armour elsewhere is more than sufficient to protect it from small arms fire, entrusting the point defence systems to protect it from anything heavier.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Light Autocannon	1	6D	500	Cr1000	Auto 3	DM+1
Water Cannon	0.1	-	10	-	-	-
RAM Grenade Launcher (stun)	0.25	3D	6	Cr180	Auto 3, Blast 9, Stun	-

PEGASUS PERSONAL ORNITHOPTER

ARMOUR

FRONT	4
REAR	4
SIDES	4

TL	12
SKILL	FLYER (ORNITHOPTER)
AGILITY	+1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	750 (1125)
CREW	1
PASSENGERS	3
CARGO	-
HULL	3
SHIPPING	3 TONS
COST	CR125000

TRAITS

None

Autopilot (skill level)	1
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

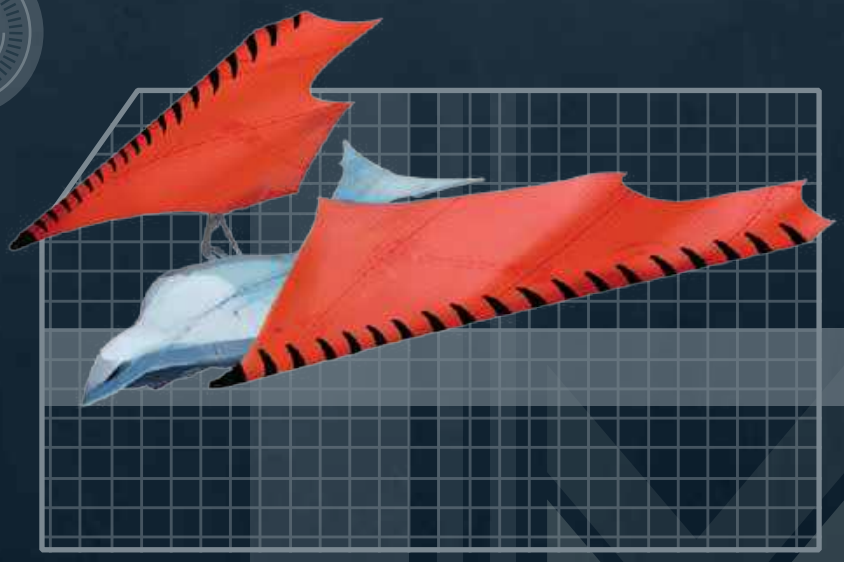
EQUIPMENT AND WEAPONS

Autopilot (improved), Communications (improved), Computer /1, Control System (improved), Entertainment System, Navigation System (improved), Sensor System (basic)

No weapon

DESCRIPTION

Pegasus Personal Ornithopter
Intended for ultra-dense urban environments, where owners can simply 'hop' from rooftop to rooftop, the Pegasus is capable of operating anywhere and many can be found servicing remote settlements on far flung colonies. It features an extremely lightweight (though sturdy) construction, and the rear seats can be folded down to provide 0.5 tons of cargo carrying capacity at the expense of two passengers.



TEMPEST SUPERCAR

TL	11
SKILL	DRIVE (WHEEL)
AGILITY	+2
SPEED (CRUISE)	SUBSONIC (VERY FAST)
RANGE (CRUISE)	300 (450)
CREW	1
PASSENGERS	1
CARGO	-
HULL	8
SHIPPING	2 TONS
COST	CR75000

ARMOUR

FRONT	3
REAR	3
SIDES	3

EQUIPMENT AND WEAPONS

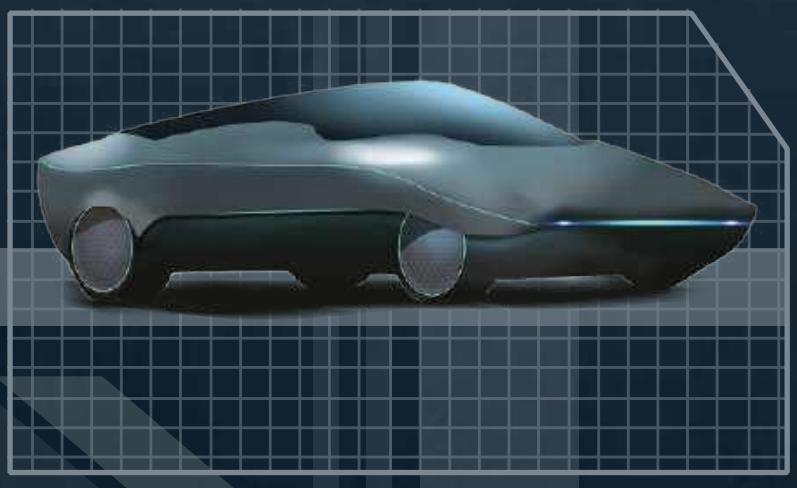
Autopilot (advanced), Communications (improved), Computer /2, Control System (enhanced), Entertainment System (Cr5000), Fire Extinguishers, Navigation System (improved), Sensor System (improved), Smart Wheels

No weapon

Autopilot (skill level)	3
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

TRAITS

None



DESCRIPTION

With grav vehicles becoming more or less ubiquitous, the Tempest is the ultimate expression of the ground car – fast, sleek, desirable, and packed with advanced technology that enhances both speed and comfort. These expensive vehicles are more popular as status symbols rather than practical means of transport, but they retain a great deal of interest as racing cars in competitions such as the Sleipner 5000 City Rally on the world city of Vost.

ABEL THERMOSPHERIC RECONNAISSANCE DRONE

ARMOUR

FRONT	10
REAR	10
SIDES	10

Autopilot (skill level)	-
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+4
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-4

WEAPONS

No weapon

TL	15
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SUPERSONIC (SUBSONIC)
RANGE (CRUISE)	100 YEARS
CREW	-
PASSENGERS	-
CARGO	-
HULL	32
SHIPPING	8 TONS
COST	MCR5.27

TRAITS

None

EQUIPMENT

Camouflage (advanced), Communication System (advanced, encrypted, increased range, satellite uplink), Decoy Dispenser, ECM (advanced), Fire Extinguisher, Fusion Plant (advanced), Navigation System (advanced), Robot Brain (very advanced), Sensor System (advanced, hardened, increased fidelity x 2, increased range x 2), Stealth (advanced)

DESCRIPTION

With superior speed, stealth and sensors, the Abel thermospheric reconnaissance drone is capable of staying on station above enemy territory, undetected, as it relays intelligence to its operators. With a highly intelligent and adaptable drone brain, drones like these are a constant thorn in the side of any opponent, being extremely difficult to find and neutralise.

BORDERGUARD GROUND ATTACK DRONE

TL	13
SKILL	FLYER (WING)
AGILITY	+1
SPEED (CRUISE)	SUBSONIC (VERY FAST)
RANGE (CRUISE)	12500 (18750)
CREW	1
PASSENGERS	10
CARGO	0.5 TON
HULL	90
SHIPPING	15 TONS
COST	CR565000

Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Fixed Mount (gatling laser, improved fire control)

ARMOUR

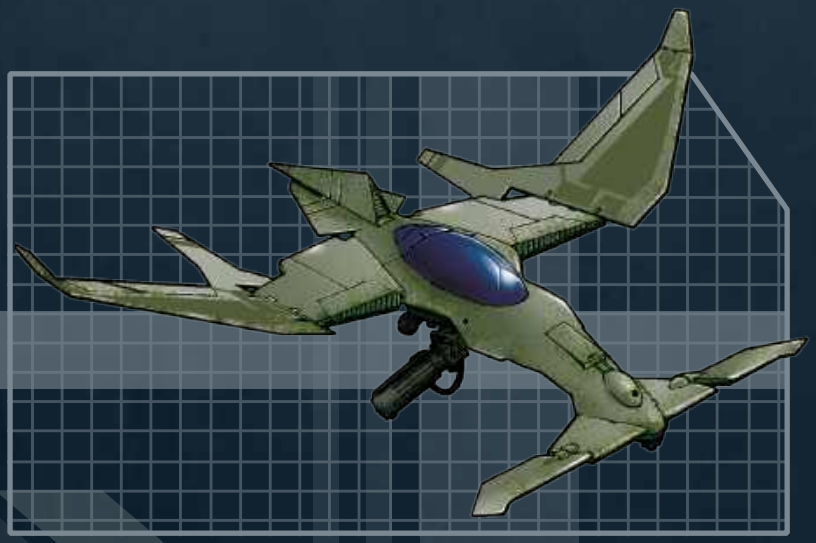
FRONT	8
REAR	8
SIDES	8

EQUIPMENT

Actuation System, Autopilot (advanced), Camouflage (improved), Communication System (advanced, increased range), Control System (advanced), Folding Wings, Navigation System (advanced), Robot Brain (very advanced), Sensor System (advanced, increased range)

TRAITS

None



DESCRIPTION

The advanced Borderguard drone is designed to stay on station for extended periods of time, protecting vital territory against incursion. Once targets have been identified, the Borderguard is fully capable of prioritising orders of threat, engaging, and destroying them without intervention. Unlike trigger happy or overly 'dumb' air superiority drones of lower Tech Level militaries, the Borderguard has an unblemished record.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Gatling Laser	4	6D	-	-	AP 5, Auto 4	+2

FIREHAMMER G/FIGHTER

ARMOUR

FRONT	50
REAR	50
SIDES	50

Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+5
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-

TL	15
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	HYPERSONIC (SUPERSONIC)
RANGE (CRUISE)	5000 (7500)
CREW	1
PASSENGERS	-
CARGO	-
HULL	120
SHIPPING	30 TONS
COST	MCR44.95

WEAPONS

Fixed Mount (fusion gun-z x 2, pop-up, advanced fire control)
Hardpoint (2 spaces, advanced fire control)
Hardpoint (2 spaces, advanced fire control)

TRAITS

None

EQUIPMENT

Anti-Missile System (advanced laser), Autopilot (advanced), Camouflage (advanced), Communication System (advanced, encrypted, increased range, meson communicator), Computer/5, Control System (advanced), ECM (advanced), Ejection Seat, Fire Extinguishers, Life Support (short term), Navigation System (advanced), Sensor System (advanced, hardened, increased fidelity x 3, increased range x 2), Vacuum Protection

DESCRIPTION

Utterly lethal, the Firehammer is designed to hunt down, engage and destroy all other grav vehicles with maximum efficiency. What enemy craft it cannot outgun, it can easily out-manoeuvre and what enemy craft it cannot outpace, it can easily destroy. On high Tech Level worlds, craft like the Firehammer form the principle line of aerospace defence, bridging the gap between slower and more heavily armed grav vehicles, and spacecraft. Against anything of lower Tech Level, the Firehammer is simply unbeatable.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-Z	10	3DD+3	-	-	AP 30, Blast 30, Radiation	+4
Advanced Laser	1	2D	-	-	Auto 4	-

GRINDER SUBTERRANEAN ASSAULT CAPSULE

TL	13
SKILL	DRIVE (MOLE)
AGILITY	-2
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	150 (225)
CREW	1
PASSENGERS	16
CARGO	1
HULL	90
SHIPPING	15 TONS
COST	MCR1.83

Autopilot (skill level)	3
Communications (range)	1000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

WEAPONS

No weapon

ARMOUR

FRONT	130 (+30)
REAR	110 (+30)
SIDES	120 (+30)

EQUIPMENT

Airlock, Autopilot (advanced), Communications System (advanced), Computer /4, ECM (advanced), Hostile Environment Protection, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Discharger, Reactive Armour (advanced), Sensor System (advanced)

TRAITS

AFV, Off-Roader

DESCRIPTION

Using twelve spinning plasma cutters, the Grinder lives up to its name, slicing through hard rock to deliver soldiers directly into the heart of the enemy. Assault capsules like this are generally used to circumvent enemy defensive positions but are also capable of launching attacks upon underground cities and other settlements. Once the capsule emerges, it possesses no weapons with which to support the squad(s) it deploys but its armour is almost impenetrable.

HYDRA HEAVY SUPPORT WALKER

ARMOUR

FRONT	80(+39)
REAR	80(+39)
SIDES	80(+39)

Plasma missile

Autopilot (skill level)	1
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+4
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-

TL	13
SKILL	DRIVE (WALKER)
AGILITY	+4
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	100 YEARS
CREW	1
PASSENGERS	-
CARGO	2 TONS
HULL	720
SHIPPING	60 TONS
COST	MCR49.23

WEAPONS

Fixed Mount (plasma missile rack x 2, advanced fire control) x 5

TRAITS

ATV

EQUIPMENT

Anti-Missile System (Advanced Laser) x 2, Autopilot (improved), Bunk, Camouflage (advanced), Communication System (advanced, encrypted, increased range, satellite uplink, tightbeam), Computer/4, Control System (advanced), Crane (medium), Decoy Dispenser, ECM (advanced), Ejection Seat, Electrostatic Armour, Fire Extinguisher, Fresher, Fusion Plant (advanced), Holo-Suite, Life Support (short term), Navigation System (advanced), Nuclear Damper, Sensor System (advanced, hardened, increased fidelity x 2, increased range, sensor mast), Vacuum Protection

DESCRIPTION

Designed as a stable missile launching platform, the multi-legged Hydra packs enough firepower to smash an armoured column or level a small town. Though well-armoured, it is not intended for frontline combat and always performs best when there are several fighting walkers between it and the enemy. While slow, it has been described by pilots as being quite 'dainty' in operation. There is a lot of room inside for the pilot and, together with its vast reserves of ammunition, the Hydra is capable of staying on the field for extended periods.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Plasma Missile Rack	50	1DD+1	84	MCr2.8	AP 20, Auto 3, Blast 15, One Use, Smart	+4
Advanced Laser	1	2D	-	-	Auto 4	-

MANTICORE FIGHTING WALKER

TL	13
SKILL	DRIVE (WALKER)
AGILITY	+3
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	100 YEARS
CREW	1
PASSENGERS	-
CARGO	-
HULL	198
SHIPPING	30 TONS
COST	MCR10.8

Autopilot (skill level)	-
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+3
Camouflage (Recon DM)	-2
Stealth (Electronics (sensors) DM)	-

WEAPONS

Fixed Mount (fusion gun-x, advanced fire control)
Fixed Mount (heavy gauss cannon, advanced fire control)

ARMOUR

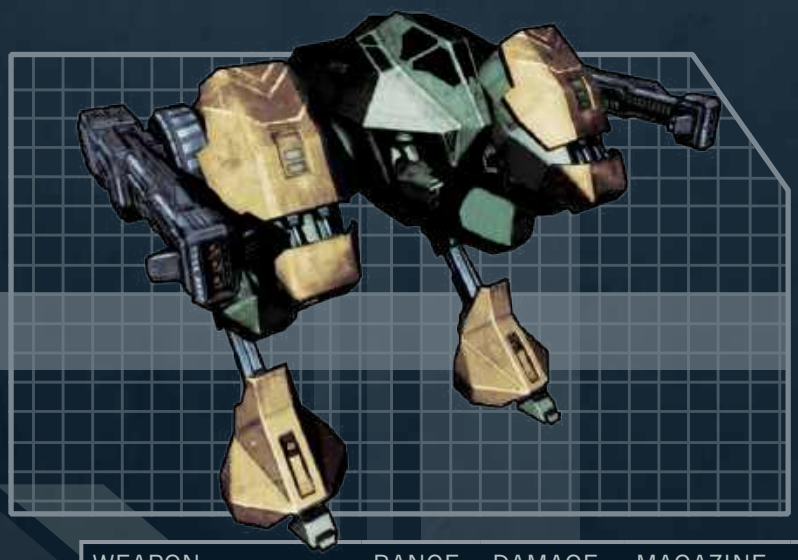
FRONT	100
REAR	60
SIDES	100

EQUIPMENT

Autopilot (improved), Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/4, Control System (advanced), ECM (advanced), Ejection Seat, Fire Extinguisher, Fusion Plant (advanced), Holo-Suite, Life Support (short term), Navigation System (advanced), Sensor System (advanced, hardened, increased range), Vacuum Protection

TRAITS

ATV



DESCRIPTION

The Manticore is a medium-class frontline walker, capable of facing down other walkers and armoured vehicles, with a decent chance of victory so long as its pilot retains the initiative. Though primarily a military vehicle, some worlds have been known to repurpose the Manticore and similar walkers as duelling or battle arena machines where pilots fight to the death for a fortune in Credits.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-X	3	3DD	-	-	AP 10, Blast 15, Radiation	+4
Heavy Gauss Cannon	3	2DD	60	Cr800	AP 15, Auto 2	+4

NEWPOINT GRAV APC

ARMOUR

FRONT	80
REAR	50
SIDES	75

Autopilot (skill level)	2
Communications (range)	1000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+3
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-

TL	13
SKILL	FLYER (GRAV)
AGILITY	+0
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	4000 (6000)
CREW	2
PASSENGERS	8
CARGO	-
HULL	48
SHIPPING	12 TONS
COST	MCR49.23

WEAPONS

Small Turret (gauss cannon, improved fire control)

TRAITS

ATV

EQUIPMENT

Autopilot (enhanced), Camouflage (advanced), Communication System (advanced, encrypted, meson communicator), Computer/3, Control System (improved), ECM (advanced), Fire Extinguishers, Hostile Environment Protection, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Discharger, Sensor System (advanced, hardened, increased fidelity)

DESCRIPTION

A highly advanced APC, the Newpoint is designed to deploy a squad of infantry quickly and safely anywhere in a combat zone. Originally built for large militaries, it has recently started selling to mercenary forces looking for the ultimate in soldier safety. It is flexible enough to carry important cargoes and has the weaponry to act as a fire point, though the Newpoint is no match for a dedicated fighting vehicle.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Gauss Cannon	2	1DD	200	Cr1000	AP 10, Auto 3	+2

PREDATOR AMBUSH-HUNTER TANK

TL	13
SKILL	DRIVE (TRACK)
AGILITY	-1
SPEED (CRUISE)	FAST (MEDIUM)
RANGE (CRUISE)	450 (675)
CREW	3
PASSENGERS	-
CARGO	-
HULL	144
SHIPPING	24 TONS
COST	MCR1.13

Autopilot (skill level)	-
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+4
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-

WEAPONS

Large Turret (heavy gauss cannon, advanced fire control) x 5
Pintle Mount (gauss cannon x 2, advanced fire control) x 5

ARMOUR

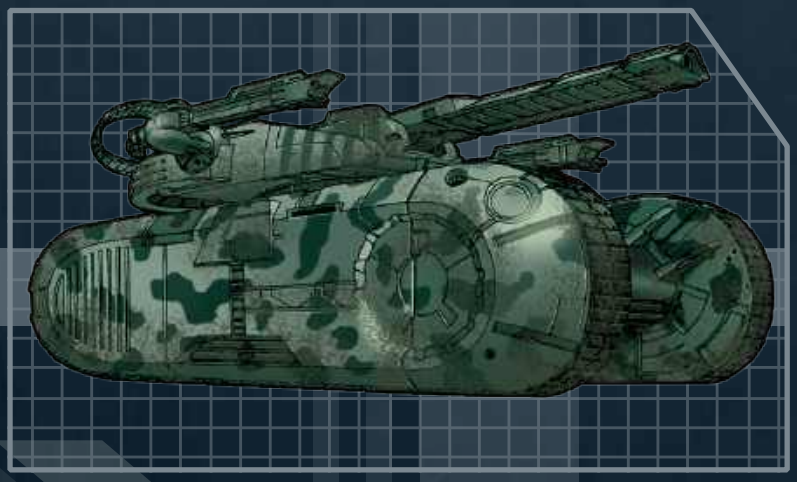
FRONT	130
REAR	100
SIDES	125

EQUIPMENT

Airlock, Camouflage (advanced), Communication System (advanced), Computer/3, Control System (improved), ECM (advanced), Fire Extinguishers, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (advanced, increased fidelity x 2, sensor mast)

TRAITS

AFV, Tracked



DESCRIPTION

Despite functioning as a tracked vehicle on a grav battlefield, the Predator was intended to punch above its own weight, using size, terrain and driver skill to scoot into forward positions where it could lie in wait and ambush far more expensive armoured vehicles. In practice, militaries looking to field a cheap tank are not usually those with an excess of skilled crew, but the Predator remains viable in the right hands nonetheless.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Gauss Cannon	3	2DD	60	Cr800	AP 15, Auto 2	+4
Gauss Cannon	2	1DD+1	200	Cr1000	AP 10, Auto 3	-

RAKATAMA G/CARRIER

TL	15
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	5000 (7500)
CREW	2
PASSENGERS	8
CARGO	0.75 TON
HULL	90
SHIPPING	15 TONS
COST	MCR11.58

ARMOUR

FRONT	120
REAR	80
SIDES	100

TRAITS

AFV

Autopilot (skill level)	3
Communications (range)	1000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-
Stealth (Electronics (sensors) DM)	-

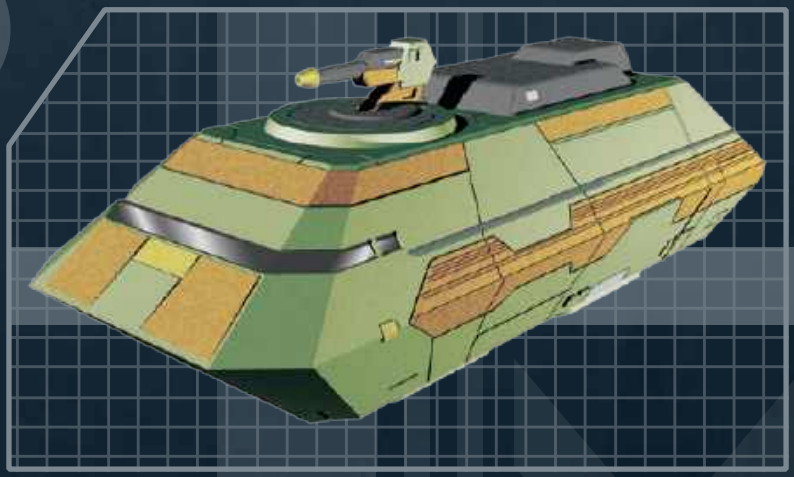
EQUIPMENT AND WEAPONS

Autopilot (advanced),
Communications System (advanced),
Computer/5, Navigation System (advanced),
Sensor System (advanced)

Small Turret (fusion gun-x, enhanced fire control)

DESCRIPTION

A grav carrier is effectively a flying armoured personnel carrier, and is a standard fighting vehicle of many military forces accross Charted Space.



WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-X	3	3DD	-	-	AP 10, Blast 15, Radiation	+3

WALKURE FIGHTING GRAV ASSAULT VEHICLE

TL	15
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	5000 (7500)
CREW	2
PASSENGERS	-
CARGO	-
HULL	80
SHIPPING	20 TONS
COST	MCR3.8

Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+3
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-4

WEAPONS

Large Turret (heavy gauss cannon, advanced fire control)
Pop-up Fixed Mount (tac launcher, anti-personnel, advanced fire control)

ARMOUR

FRONT	140
REAR	100
SIDES	120

EQUIPMENT

Autopilot (advanced), Camouflage (advanced), Communications System (advanced, encrypted, increased range, tightbeam), Computer/5, Control System (advanced), Ejection Seats x 2, Life Support (short term), Navigation System (advanced), Sensor System (advanced, hardened, increased fidelity, increased range), Stealth (advanced), Vacuum Protection

TRAITS

AFV

DESCRIPTION

The Walkure is a light grav assault vehicle used primarily in the scouting role and attack on distributed troops and soft vehicles where aerial attackers might have little effect. Equipped with a primary ventral turret, the Walkure also possesses a missile launcher which gives it great versatility. However, direct action against heavier grav tanks is not advised, as the Walkure relies on its stealth and camouflage for survival, rather than active defences or thick armour.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Gauss Cannon	3	2DD+2	60	Cr800	Blast 10, Scope, Smart	+4
Tac Launcher	6	4D	4	Cr4000	AP 15, Auto 2	+4

ZIRCON NUCLEAR GUN DRONE

ARMOUR

FRONT	55
REAR	25
SIDES	40

Autopilot (skill level)	-
Communications (range)	1000 km
Navigation (Navigation DM)	-
Sensors (Electronics (sensors) DM)	-2
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	-

TL	13
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	FAST (VERY FAST)
RANGE (CRUISE)	2000 (3000)
CREW	-
PASSENGERS	-
CARGO	-
HULL	20
SHIPPING	5 TONS
COST	CR444000

WEAPONS

Small Turret (medium autocannon, improved fire control)

TRAITS

None

EQUIPMENT

Camouflage (advanced), Communication System (advanced, encrypted), Fire Extinguishers, Manipulator Arm (improved), Prismatic Aerosol Discharger, Robot Brain (advanced), Sensor System (improved, increased fidelity)

DESCRIPTION

Found only within militaries keen on testing the limits of interstellar law, the Zircon nuclear gun drone looks innocuous enough, being a relatively small and light grav vehicle, sporting only a single autocannon. However, the autocannon is loaded with californium rounds that have an effective yield of just under a kiloton. While high Tech Level enemies can render the Zircon all but useless through the use of nuclear dampers, more primitive armies will have few defences against a squadron of Zircons.

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Medium Autocannon	6	6DD	100	Cr30000	Auto 3, Blast 500, Radiation	+2

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